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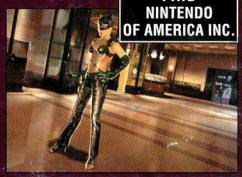

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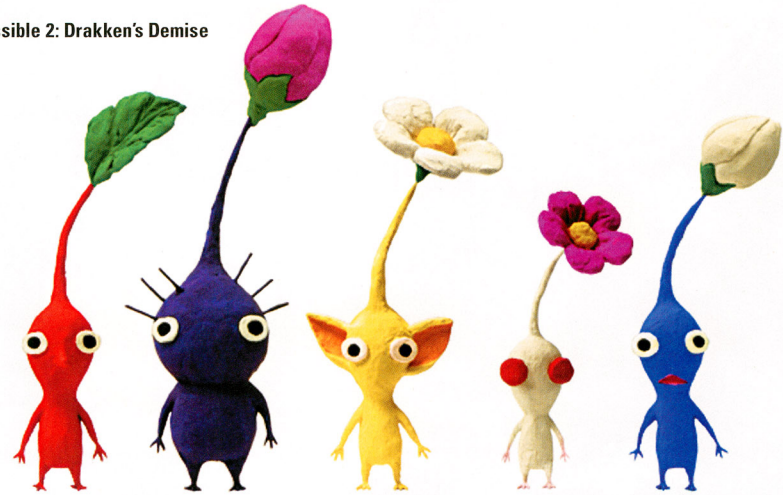

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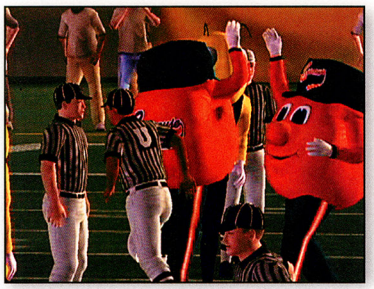
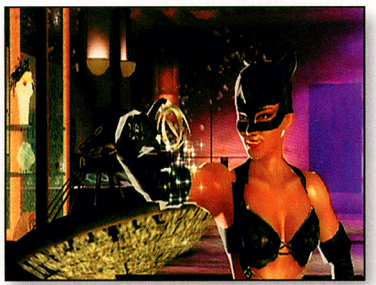


70 High-fives have never looked so delicious.



50 Like all superheroes, Catwoman gets very happy when she finds random shiny things.

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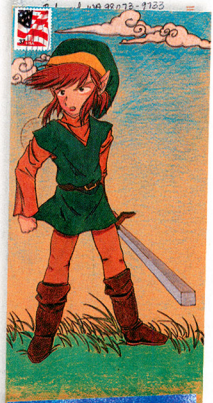


Take a trip down memory lane with your fellow gamers this month as we explore the many facets of old-school gaming. And discover the answers to your burning questions about Metroid Prime 2, the Wireless Adapter, Camp Hyrule 2004 and more!

WIRELESS REVOLUTION

I have a question about the Wireless Adapter. I was thinking about it, [so] I decided to ask the pros. What is the [connection] range of the adapter?

Erik P.
Via the Internet

The GBA Wireless Adapter has a guaranteed range of three meters (10 feet), but the actual range players experience may be significantly longer.

PRIME ATTRACTION

Do the two Metroid games (Prime and Prime 2: Echoes) have a continuing storyline? Do you recommend [that I] get both instead of just getting the second one?

Paul J.
Via the Internet

Yes, Metroid Prime 2: Echoes for the Nintendo GameCube is a sequel to the highly acclaimed Metroid Prime. You can definitely dive right into the game without any previous knowledge of the Metroid series, but if you have played Prime, you'll appreciate the new game that much more. Besides, why deny yourself one of the all-time best gaming experiences?

ONE TALE, TWO PATHS

I have a question about Fire Emblem. I [have] a save slot in my brother's game. In Chapter 25 (Pale Flower of Darkness), I met a psycho named Jerme. He is an Assassin with the Light Brand. My brother claims he has never seen Jerme. Also, he says my field layout is different; however, you can still get Harken or Karel. Is Jerme for real, or am I crazy? Help me, NP Krew!

Jacob D.
Via the Internet

Don't worry, you're not crazy (at least not about this!). Jerme is a boss in Fire Emblem, but he appears in Chapter 25 of Eliwood's story—and that chapter has two possible versions. It sounds like you and your brother experienced different versions of the battle. Neither version is more difficult than the other. The version you get depends on your characters' levels when you reach Chapter 25. For instance, if your Cleric, Mage, Monk and Troubadour levels are higher than your Fighter, Mercenary and Myrmidon levels, you'll face Kenneth and his troops. If the opposite is true, you'll face Jerme and his battalion.

LETTER LABELING

I was wondering if you prefer your readers to send letters without a return address on the back side. I send around two every month, and was wondering if people don't get their letters on the border art because of the return address on the back of the envelope. If that is the policy, is it okay to put the return address on the flap side? Thanks!

Kim "purpleyoshii" P.
Via the Internet

LETTER OF THE MONTH

There are sooo many questions that come to mind when I see artwork for Metal Gear Solid. Some of these are: Who is the artist? About how long does one character drawing take? What drawing tools does the artist use? I really admire a lot of video game art, and hope you can answer some of these questions.

Casey H.
Via the Internet

We chatted with the Metal Gear Solid team at Konami, and here's what they had to say. The artist who is responsible for Metal Gear Solid's highly stylized art is Yoji Shinkawa, the character and mechanical designer for the Metal Gear Solid series. The time it takes Yoji to create one of his masterpieces varies greatly because it's a trial-by-error process. He uses a Japanese brush pen (a black ink pen with a brush-tip on the end) to draw his art, then he scans it into a computer and adds the color. It's quite a process, but the outcome is well worth it!

That's a great question! We do prefer that the return address be on the back of a border-art envelope. The only time it's a real problem is when the return address covers the art. The location of your return address usually won't hurt your chances of being picked, but the safe side is always the back side.

CAMP HYRULE 2004

Do you need anything to join Camp Hyrule? Also, when can you sign up for Camp Hyrule? Please tell me because I want to join this year. Thanks!

Kevin S.
Via the Internet

Camp Hyrule, Nintendo's immersive online summer camp, is coming again this August. All you have to do to sign up is fill out a form at nintendo.com when the camp registration opens at the end of July. (Campers who are 12 years old or younger must submit a registration form signed by a parent or guardian.) It's free and it's open to everyone, so don't miss out!

OLD-SCHOOL COOL

Gather around the whippersnappers and I'll wax poetic about old-school. Come back in time with me. Go back before the elaborate in-game cut scenes. Before controllers had more than two buttons. Before 128-, 64-, 32-, or even 16-bit systems roamed the earth, to around the time of the NES. This is about how old my school was. It was a time when games were simpler, and simpler never meant worse. Often the challenge was not to beat the game, but to rack up as many points as you could. Graphics were blocky and sound was fuzzy but the gameplay was incredible. People brag about spending so many hundreds of hours on today's RPGs, but in my lifetime I've spent just as many hours munching through the same maze in Pac-Man as I have playing the entire vast landscapes of the latest Zelda games. Sound effects were simple, but the "Doodleedoo-doo" of Mario jumping over a barrel fills my heart with as much joy as any super-real explosion blasting out of Samus's arm-cannon in the latest Metroid Prime game. Games were limited in what they could do, so game developers had to make every inch count. Trapped in a 2-D world, there was only up, down, left, right and diagonal, and that's all that was needed. I'll miss those days, but I also know that Nintendo's always going to keep me in refresher-courses. Mario vs. Donkey Kong is already taking me down memory lane, only memory lane has been cleaned up and there are a few stores there that weren't there before. Nintendo may have new-school graphics these days, but they maintain that old-school charm. Every game is still new and every experience is still different. I can't say that about all companies these days, but keep it up, Nintendo!

Jeff "Pak-Man" G.
Via the Internet

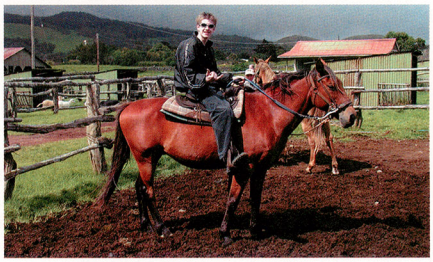
When I hear old-school I think of the NES days. These games did not have a lot in the way of graphics or music compared to today's titles. What made them great was the gameplay. Games such as Super Mario Bros., Bubble Bobble, Mega Man, and Ghosts 'n Goblins. I think action is what games are all about and the NES games were very challenging. Unfortunately, I think some of today's developers get so involved in the presentation of a game (graphics, realism, sound, immersion) that gameplay suffers. This is why the classic games are still way up there on the list of most *fun* games.

GYROMITE
Via the Internet

Hey Nintendo fans! I am a 34-year-old gamer and I can truly tell you that when it comes to the term "old-school gaming" we're talking about the days of the NES. Arcade games were *huge* too! Sure, I had Pong and those old Commodore systems but the "classic" games truly came around the time of the good old NES. Wouldn't you agree? Look at these classics that shaped the future of what gaming is today: Mario, Castlevania, Metroid, Contra, Mega Man, Double Dragon, Pac-Man, Donkey Kong, Zelda, and the list goes

BOKTAI SWEEPSTAKES WINNER

Eric F. from Massachusetts won Volume 172's Boktai Player's Poll Sweepstakes. He and his father, Mark, spent five sun-filled days on the Big Island of Hawaii. They stayed in the beautiful Mauna Lani Resort (the largest solar-powered resort in the world) on Hawaii's Kohala Coast. Eric and his dad packed each day with such outdoor thrills as horseback riding on a private ranch, scuba diving, taking a breathtaking helicopter ride over Mount Kilauea and more. When Eric needed a break from the nonstop sights, he kicked back under the tropical sun and played Boktai on his limited-edition Boktai GBA SP. Playing GBA in paradise—what could be better?



on and on! In fact, we're lucky enough to *still* be playing these *great* franchises today! Long live Nintendo! I can't wait to get the classic NES GBA [games] and relive some classic gaming fun! Nintendo truly made this industry what it is today and I look forward to all the *new* great games to come!

Dan M.
Ottawa

Old-school reminds me of a musty basement littered with pop cans, half-eaten pizzas, and dirty socks. It reminds me of a small controller, and [an] endless array of annoyingly catchy tunes. It reminds me of the 16-bit characters who we recognized by a standout feature, because you couldn't tell if it was a block or a player. Whether it was Nintendo's Mario or Link, Pac-Man or Pong, the simpler the better. If I were to define old-school, I'd say simplistic, challenging gameplay, subtle quality, and an outdated tune consisting of random beeps. From Zelda to even Donkey Kong, old-school will reign supreme.

Mitch B.
Via the Internet

To me old-school means when story, graphics, and other trendy-isms take a back seat to gameplay. Mega Man's paper-rock-cut-electric-ice-fire-bomb-guts gameplay endures to this day, and Sonic just wouldn't be Sonic without a healthy mix of blinding speed and smashing robots (with the scenery often caught in the crossfire). Goonies 2 (a game I'd love to see remade for GBA) had an intriguing mix of Metroid-style gameplay with a little bit of Shadowgate added. Now, don't get me wrong, I like epic tales and eye candy as much as the next gamer, but not at the expense of gameplay, of substance, of what makes games fun. I think many developers and even gamers themselves have lost sight of this. When I see bland or downright terrible games gussied up with pretty graphics and convoluted stories I often yearn for the days when all people needed was an excuse to tear evil a new one.

A3levan
Via the Internet

To me old-school gaming really refers to the early days of the NES. I was a Pong and Breakout player that went on to enjoy ColecoVision, then quit for a few years during the "Great Video Game Crash." The NES brought back the dying industry of home video games almost single-handedly. I got one for my wife who was a few years younger than me, but I didn't really become that interested until I tried Zelda for the first time. I was completely hooked on that game, then Dragon Warrior and Final Fantasy. I think of old-school gaming as the original NES owners that helped save the video game industry by taking a chance on buying one more new system at a time when the idea of home gaming was almost extinct. To me it's also all about the original RPGs. MMORPGs, multi-player or strategy-based RPGs are fine if that's what you're into, but give me an old-school Zelda, Dragon Warrior, Final Fantasy, Crystalis, Faxanadu, Ultima or Gaia *any* day!!

Frank S.
Iowa

So, what exactly is old-school gaming to me? Well, it's a number of things. It's games where all that counts is gameplay, not graphics. It's a world of only two dimensions, scrolling screens, and 8-bit colour. It's words like gnarly and radical. It's heroes like plumbers and yellow circles (with mouths). It's square controllers with A, B, Start and Select buttons, and an 8-directional D-Pad. But, for me, old-school gaming is fun, and finding out that the princess is in another castle.

David M.
Via the Internet

Instead of telling you what I think classic gaming is, I decided to make a piece of classic gaming. After two weeks of work, I have replicated, to the best of my knowledge, the wooden sword from the first Legend of Zelda NES game. What is actually on the blade is this: "Long ago in the land of Hyrule, legends spoke of the Triforce—three golden triangles with mystical powers. When Ganon, Prince of Darkness, invaded the kingdom and stole the Triforce of Power, the princess Zelda took the Triforce of Wisdom and broke it into eight pieces. She hid them to protect the Triforce from Ganon's clutches. Furious, Ganon imprisoned Zelda. It was a young boy named Link who endeavored to save her . . ." I hope you enjoy this little piece of your gaming history.

Aaron S.
Michigan

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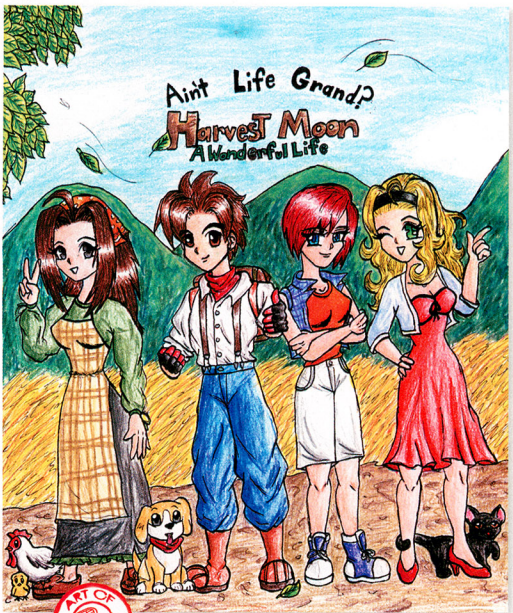
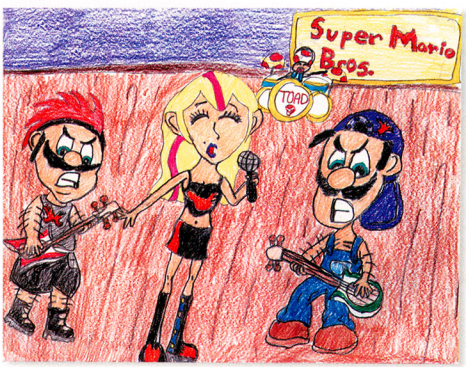
PLAYER'S PULSE ARTIST'S GALLERY



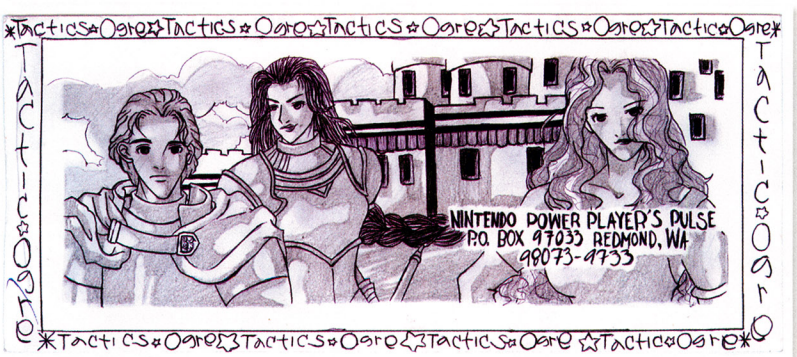
ART OF THE MONTH CONTEST WINNER

Brianna B. • New Hampshire

Stephanie C. • Florida



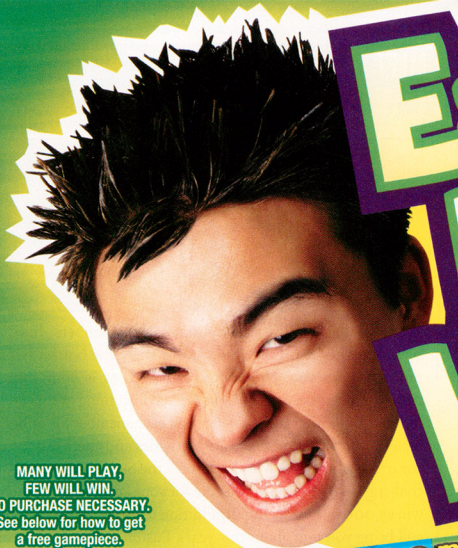
Tasha C. • Florida



Cooper W. • California

WONKA SweeTARTS CHEWY CANDY Find a LICK-O-METER and you could WIN!

Eat, Lick & Win!



MANY WILL PLAY, FEW WILL WIN. NO PURCHASE NECESSARY. See below for how to get a free gamepiece.

2 Grand Prizes

Trip to LA to PARTY LIKE A ROCK STAR!

Trip to NY to SHOP LIKE A CELEBRITY!

200 First Prizes

- FREE CDs (up to $50)
- $50 SHOPPING SPREES

ONE MILLION Second Prizes

SweeTARTS® SHOCKERS® CANDY!

Enter the WILD WONKA WORLD at WONKA.COM for a second chance to WIN! Look for specially-marked packages of WONKA Candy for your chance to WIN!

MANY WILL PLAY, FEW WILL WIN. ONLY THE GRAND AND FIRST PRIZED PACKAGED CANDY CONTAIN THE LIGHT-UP LICK-O-METER. **No Purchase Necessary.** Open to legal residents of the 50 US & D.C. (void in Puerto Rico and where prohibited/restricted by law), who are 6 years of age and older. Game subject to full Official Rules. Look for a lick-o-meter game piece inside specially-marked packages. To obtain a free wrapper, print the prize category/candy name for game wrapper you are requesting, your name, address and phone number on a 3" x 5" card, and mail it in an envelope to the address for the chosen brand below. Limit one wrapper request per postmarked envelope. Game wrapper requests must be postmarked by 1/2/06 and received by 1/10/06. There are 2 prize categories for the Grand and First prizes; "Tart" & "Sour." Tart category includes: SWEETARTS® roll and SWEETARTS® mini-Chewy and the Sour category includes: SWEETARTS® SHOCKERS®. Send "Tart" wrapper request to P.O. Box 5336, Young America, MN 55558-5336. Send "Sour" wrapper request to P.O. Box 5345, Young America, MN 55558-5345. For a copy of the Rules, print your name and address on a 3"x 5"card, and mail it in an envelope to: Eat, Lick & Win! Official Rules, P.O. Box 4269, Young America, MN 55558-4269 by 2/10/06 or visit **wonka.com**. Game ends 1/02/06, or when all wrapper supplies are exhausted, whichever occurs first. PRIZES/VALUES/ODDS: (1) Sour Grand/$11,000/1:1,350,436; (100) Sour First /$50/1:13,504; (1) Tart Grand/$11,000/1:4,829,764; (100) First / $50 /1:48,298; (1,000,000) Second/$1.59/ 1:6. Sponsor: Nestlé USA.

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NINTENDO ONLINE

www.nintendo.com

www.nintendopower.com

CAMP HYRULE 2004

Community

Online Summer Camp

Whether you've never experienced the excitement of Camp Hyrule or you're a veteran attendee, you won't want to miss out this year! So what is Camp Hyrule, you ask? It's Nintendo of America's very own virtual online summer camp. When camp begins, you'll be assigned to a cabin that's run by an NOA camp counselor. Each day you'll receive an e-mail that explains the day's events and any camp news. You can participate in a plethora of fun activities including crazy arts and crafts, chats with NOA's gameplay experts, Camp Hyrule-exclusive Flash games, cabin competitions and more. You'll have to come to camp to find out exactly what's in store, but one thing is certain—it'll be the best Camp Hyrule yet. As if the camp itself weren't enough incentive to sign up, this year is Camp Hyrule's 10th anniversary, and to commemorate the big event we'll be giving away Nintendo DS systems. You could be one of the first people to own one! Camp registration is free and will be open from Juy 27 through July 29. We'll accept everyone who signs up during that time, so visit camphyrule.com. Camp Hyrule 2004 will run August 16 through 20, 6:00 a.m. to 7:00 p.m. every day after the first day of camp. Rub elbows with NOA's pro gamers, make new friends from all over North America and get in on all the jokes and memories that your fellow campers will be talking about all year long.

www.camphyrule.com

COMMUNITY COUNTS

Community

Forum Features

If you miss NP's monthly Arena Challenges, we've got some great news. You can still push your gaming skills to the limit and boast your great accomplishments at the NSider Forums. TSA, one of the NSider Community's Knights of Hyrule, has done a fantastic job of keeping the thrill alive. He organizes monthly Arena Challenges on the NSider Arena Forum. Check out the challenge he's whipped up this month, and compare your scores with your fellow gamers'. In other NSider news, the Sage community is growing—help us welcome our latest group of Sages listed below.

http://forums.nintendo.com

MEET THE STREET TEAM

Events

Nintendo Street Team

This summer's Ultimate Summer Job members have been selected—they're on the road now to share the hottest Nintendo products with you. Nintendostreetteam.com is your source for news on the 2004 Street Teams and all upcoming events and promotions. View the videos that earned each member his or her place on a team, keep up on the teams' activities and check out the calendar to see where they'll be. Each week the Street Teams are issued a challenge—visit the site and vote for your favorite team. You could win $5,000 just for voting! In addition to Street Team news, the site will bring you info about this year's Fusion Tour—read up on the participating musicians, tour dates and more. We'll also keep you posted about ongoing Nintendo events, including the additional Nintendo promo teams that will be hitting towns all across the US this summer and beyond. We might even visit a town near you!

www.nintendostreetteam.com

COMING SOON!

Games

Upcoming Releases | GCN | AGB

Three of this fall's most anticipated games—Pikmin 2, Pokémon FireRed and Pokémon LeafGreen—will be getting their own sites soon. The Pokémon FireRed and LeafGreen site promises tons of fun, including an interactive Pokédex. Additionally, pokemon-games.com is undergoing a complete redesign to serve as the Pokémon video games headquarters. Site visitors will be able to register as "Pokemon-Games.com Trainers" and customize the site's content and appearance to suit their preferences. The Pikmin 2 site will be packed with gameplay videos and info, and even a fun Pikmin 2-themed scavenger hunt that will involve other Nintendo sites. We'd love to tell you more, but we don't want to spoil the surprise!

www.pikmin.com www.pokemon-games.com

NEW SAGES

ADURA, CHARMANDER4EVER, DOMON9884, DRASLUSHEE, GREENKIRBY21, ICECAP4, IRULESUPERSMASHBROS, KEAKONKID, LIZALFOS, MIGUELJS, REDBLADE79, RITALEE, RYEBREAD1450, SUPER_BERMUDA, THEWINDWAKER10, WAVEBEAMER67, WINDOOZLESHOCKY, WINGS19, XXGAMECUBEGIRLXX

MEGAMAN BATTLE NETWORK 4 RED SUN

MEGAMAN BATTLE NETWORK 4 BLUE MOON

READY. SET. AIM.
CYBERCLASH!

BATTLE NETWORK 4.

GET READY FOR THE MOST EXTREME BATTLE OF ALL
It's been months since Lan and Megaman won their final epic battle with the evil Dr. Wily. But they better be careful! There's a shady cybercriminal in the Net waiting to make a move.

- ***Separate storylines!***
- ***Fierce enemies!***
- ***Mind-blowing strategies!***
- ***Mega fun!***

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence

GAME BOY ADVANCE

WB KIDS

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Peter Molyneux's The Movies may be one of the most ambitious simulation games ever attempted for GCN or any gaming platform. We went to the game's creator for the inside story.

THE SPOTLIGHT

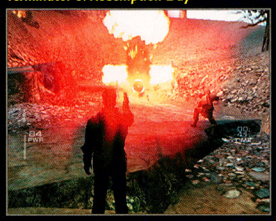
Phantasy Star Online Episode I & II Plus

Sega packs a new PSO disc full of online goodies and downloadable GBA minigames. If you missed PSO previously, pick it up now.

Amazing Island

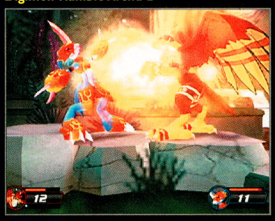
Victor Frankenstein would have loved Sega's Amazing Island. Players build their own 3-D monsters then compete in challenges.

Terminator 3: Redemption Day



The Terminator returns as the protector of John Connor, Kate Brewster and the future of humanity in Atari's GCN action-shooter.

Digimon Rumble Arena 2

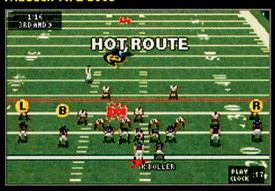


Imagine Super Smash Bros. Melee-style gameplay with 40 Digimon forms. It's coming to Nintendo GameCube this summer.

Kingdom Hearts: Chain of Memories

Square Enix provided us a fresh batch of exclusive pics of the year's biggest GBA adventure. Check out this month's gallery.

Madden NFL 2005



The handheld football experience grows up with this year's edition of Madden NFL for GBA.

THE GAMING NEWS FOR SEPTEMBER 2004

LEGEND OF THE FALL

Racing is about more than glory and money in Fox Box's upcoming fall series, *F-Zero—GP Legend*; it's about who controls the galaxy. Rick Wheeler, an ice-man thawed after a 150-year deep-freeze, teams up with Captain Falcon and Jody Summer to win F-Zero races and keep the prize money out of Black Shadow's evil hands. The fast-paced anime series debuts in September. Find out more about the F-Zero—GP Legend game on the facing page.

A STROKE OF GENIUS

Majesco's growing library of GBA Video offerings is about to expand further with the release of four episodes of Nickelodeon's *The Adventures of Jimmy Neutron: Boy Genius*. The quartet of titles includes *Brobot*, *The Big Pinch*, *Granny Baby* and *Time Is Money*.

NHL POSTERBOY

Vancouver Canucks all-star left winger Markus Naslund has been chosen to grace the cover of NHL 2005 for GCN. The Olympic-medal-winning Swede, who was voted the league's outstanding player in 2003, has been playing EA's hockey franchise since back in the early '90s. The 2005 edition boasts an all-new skating engine, Open Ice Control and The World Cup of Hockey. According to Naslund, "It promises to be the best yet."

BARBIE'S STORYBOOK ADVENTURE

It may not be Metal Gear Solid, but Vivendi Universal's Barbie: The Princess and the Pauper for Game Boy Advance has more action than most of the glam doll's previous games. Playing as Erika, Anneliese and the royal cats, you'll be able to explore 20 levels, collect magical objects and catch villains, such as the wicked Preminger. You can also unlock minigames and challenge a friend in two-player competition. Barbie fans will begin to clean up the storybook kingdom this fall.

WALLS FOR WORMS

The hallmarks of Acclaim's insanely fun Worms franchise—wacky weapons and big explosions—will return later this year in Worms Forts: Under Siege! for GCN. But there will be some surprises, too. For the first time in a Worms game, players will build and defend elaborate castles. Single players will travel to historical periods, such as Ancient Egypt and King Arthur's Britain, and four players can join in the destruction in Fort vs. Fort mode.

ROBOT RUMBLINGS

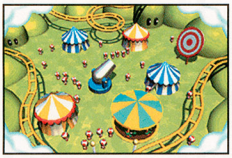
According to our insider sources, Vivendi Universal Games will release Robots for GCN and GBA next year. The games will be based on an animated movie from the director of *Ice Age*.

PHANTASY STAR PLUS

Sega's Phantasy Star Online Episode I & II Plus is packed with bonus quests and stages previously available only to online subscribers. The value-priced GCN game includes the original PSO Episode I & II, three additional Episode II quests, five Challenge-mode stages for as many as four players, and two downloadable GBA minigames: Puyo Pop and NiGHTS—Score Attack. It's a phantasy come true.

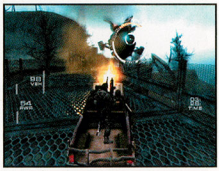
MARIO'S PINBALL FLING

Mario Pinball Land for GBA rolls out the fun in a whole new way, mixing familiar Mario adventure elements, such as collecting stars and mushrooms, with easy pinball-style controls. It makes for an engagingly fun combination. Players use paddles to shoot the game's roly-poly version of Mario at enemies and through doors into new areas. The adventure spans five worlds and dozens of stages (or boards), and gives you boss battles, hidden items and unlockable minigames. Pinball and Mario fans, warm up your flipper fingers! Mario Pinball Land will arrive in early October.



ARNOLD'S REDEMPTION

Skynet robots are shooting up L.A. in a bid to destroy John Connor and Kate Brewster—the pair you must protect. Atari's Terminator 3: Redemption Day for GCN takes you from the present day to 30 years in the future. You'll shoot, you'll drive, you'll hear classic one-liners from the governator himself and you'll blow up everything in sight. There are even unexpected extras, such as a co-op mode and 25 hijackable vehicles.

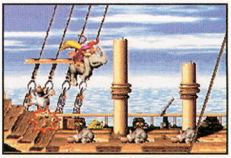


F-ZERO ON TRACK

F-Zero—GP Legend will race onto the GBA circuit this September, and it features many of the characters from the new TV series. Each of eight characters' storylines provides a different path through the game. You can take control of Rick Wheeler's Dragon Bird, Captain Falcon's Blue Falcon, Jody Summer's White Cat or Jack Levin's Astro Robin, or pilot one of four vehicles from the seedier side of the galaxy. The racing is classic F-Zero style with lots of twists, turns, jumps and speed boosts.

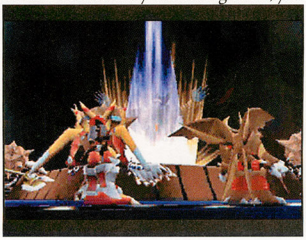
KONG QUEST 2

Donkey Kong Country 2—Rare's classic platformer for the Super NES—is headed to Game Boy Advance this fall with a few additions, including new animal pals and minigames for up to four players. When K. Rool abducts Donkey Kong, it's up to Diddy and Dixie to track the villain through eight worlds, collecting bananas, stomping kremlings and getting help from an assortment of animal helpers, such as Rattly the Rattlesnake, Squitter the Spider, Clapper the Seal and Glimmer the Angler Fish. Diddy's Dash mode—a race through platform stages—and multiplayer bonus games are new for the GBA version.



THE WORLD OF DIGIMON

Bandai's Digimon World 4 for Nintendo GameCube takes players to a mysterious new world once the Digital World loses access to the Real World. As a Digital Security Guard, you'll control your favorite Digimon character from the TV series and battle other Digimon in real-time contests. By mastering skills, you can unlock special Digivolved Digimon. And the single-player adventure is just the beginning: four Digipals can get together for multi-player battles. Digimon World 4 ships this summer.



THE FUTURE OF NINTENDO DS

mNintendo DS brings so many gameplay options to the world of gaming that it's almost impossible to take advantage of them all in a single game. The technical demonstration software for Nintendo DS shown at E^3 was created to give people a quick glimpse of what the future might hold. Several of the demos incorporated playable and engaging gaming elements, and others showcased one or several capabilities of the new handheld. Some of the tech demos may serve as the basis for upcoming Nintendo DS games—we'll bring you the official announcements as the games start rolling in. But for now, check out the demos and learn a little bit more about what you can expect from Nintendo DS. We'll take a look as some upcoming games in next month's GW.

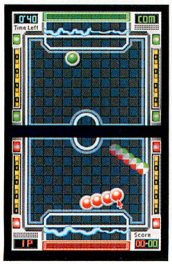
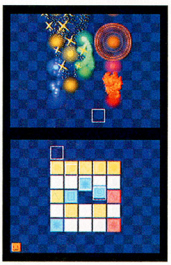


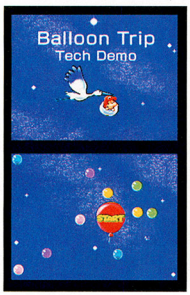
TABLE HOCKEY
Two screens combine to create an air-hockey arena.

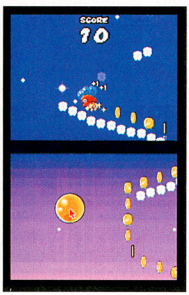
CARVING
Explore your creativity with a 3-D lathe.



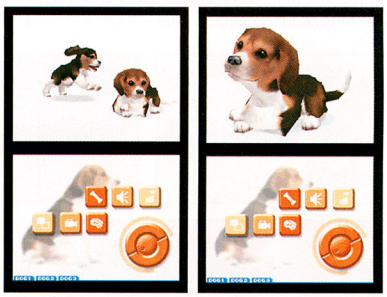
SPECIAL EFFECTS
Sound and graphic effects are controlled by touch.

MARIO'S FACE
Players customize graphic elements in a Nintendo DS environment by pushing and pulling facial features.

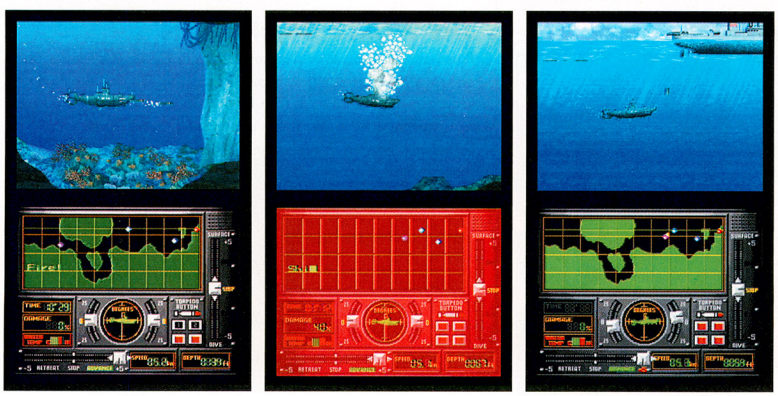




BALLOON TRIP
Altering a game environment by drawing objects in it—in this case a trail of clouds—gives players a radically new way to interact with the game. Imagine the replay value it provides.



NINTENDOGS
Nintendogs—a video demo at E^3—presented a virtual pooch and plenty of ways to interact through touch commands.



SUBMARINE
Perhaps the most compelling DS demo was Submarine. The lower screen serves as a touch-sensitive control console, and the upper screen gave an exterior view of the sub and its environment. Sliders control the engine speed and ballast while adjustable diving planes tilt the vessel's nose up or down. Everything is managed by touch. Challenges include piloting the sub through underwater tunnels and avoiding depth charges, and a time limit for completing the demo's single stage adds to the fun and stress. Submarine clearly demonstrated how two screens can work in concert to create a very realistic simulation.

AMAZING ISLAND

Game Type: Action/Creativity
Publisher: Sega
ETA: July 2004
System: Nintendo GameCube

Create your own monsters and compete in challenges to unlock even more monster-enhancing options in Sega's innovative Amazing Island. The most engaging thing about the game is the unprecedented creative control players have over designing monsters. You begin by drawing outlines of body parts, which the game turns into remarkable 3-D renders. Then you add skin or fur, eyes, horns, wings; the combinations are almost endless! Once you have your newly minted critter, you can enter nearly 30 competitions, including races, battles, tests of strength and more. As you win competitions, you'll unlock additional monster-building options. The single-player Story mode will get you started, but you can also transfer monsters to the GBA and transport them to a friend's house. Amazing.

Monsters are the sum of many parts, and every part type has numerous variations.

Monster racing is just one of many competitions in the game. Each competition has its own control functions and goals.

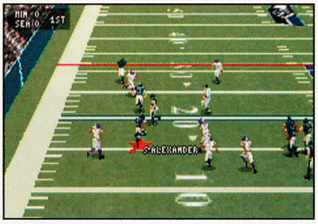
The story involves a Black Evil that has intruded on the peaceful Maboo tribe's island paradise. You and your critters will help restore the peace.

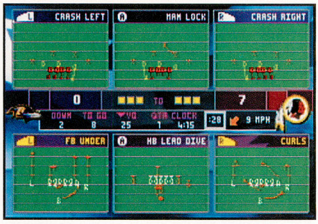
In Story mode, you'll engage in battles and face many obstacles placed by the Black Evil.

MADDEN NFL 2005

Game Type: Sports
Publisher: EA Sports
ETA: August 2004
System: Game Boy Advance

Realistic 3-D graphics and remarkably good play-by-play sound quality are two reasons to pick up the latest mini-Madden. Features familiar to console players, such as Madden Challenges and Cards are now included. Expanded Season mode gives you control of trades and the ability to check stats. It's the complete package.


The sharp 3-D field perspective keeps you close to the action as the play moves downfield.



Play selection is based on the real playbooks of NFL teams.

THUNDERBIRDS

Game Type: Action
Publisher: Vivendi Universal Games
ETA: July 2004
System: Game Boy Advance

Based on this summer's *Thunderbirds* movie, Thunderbirds for GBA has two types of action—Flight mode and Adventure mode. From daredevil rescue missions aboard Thunderbird rockets to running battles with the cronies of a nefarious enemy known as The Hood, the action doesn't let up for nine levels.

You'll have to take care of business on the ground, as well as in the air and in space.

Pilot the powerful Thunderbirds on missions to save your friends from The Hood.

A SIM-GAME MASTER TACKLES THE MOVIE BIZ

From Populous to Theme Park to Black & White, Peter Molyneux has been behind some of the most important simulation titles in gaming history. His latest, developed by Lionhead and published by Activision, puts the player in the role of a twentieth-century movie mogul. The Movies is slated for GCN release late this year. Molyneux gave us the lowdown on the game's development.

NP: What makes the movie business a great setting for a simulation game?

PM: The best simulation games are based on things we know a little about. The whole world knows about the movie industry, from the next big film to the stars' private lives. It's a terrific subject for a game because it's so familiar to so many people.

NP: There are three major aspects to The Movies: running a studio, managing talent and making movies. How do you bring all of these elements together into one cohesive piece?

PM: It's easy really; the more movies you make, the bigger the lot you'll need and the more stars you'll need in order to keep making more and more films. By expanding your lots and keeping your stars happy you can continue to make films.

NP: What led to your decision to have the game run through the history of cinema, rather than start it off with the current time period and current technology? How important is twentieth-century history (the World Wars, the Depression, the advent of television) to the game?

PM: We felt that by playing through the history of the movies, which most people are roughly familiar with, you could start the game simply and build up gradually. Historical events act as a great prompt for which sort of films you should be making, and give the player a chance to avoid making the same mistakes the real movie industry made.

NP: Do real-life movies and movie stars play a role in the game? How about real-life movie trends, such as the popularity of sci-fi in the '50s and the success of teen movies in the early '80s?

PM: Unfortunately, it would have been prohibitively expensive to feature real movie stars in the game. But the player can make stars that look and act like real actors and actresses. We've made sure that most movie fashions are catered to—from teen horror to "B" movie, sci-fi and Hollywood blockbuster.

NP: A lot of variables contribute to the success or failure of the player's movie releases, ranging from the chemistry between the actors and the nature of the movies' plots. How did you determine which factors would have an impact?

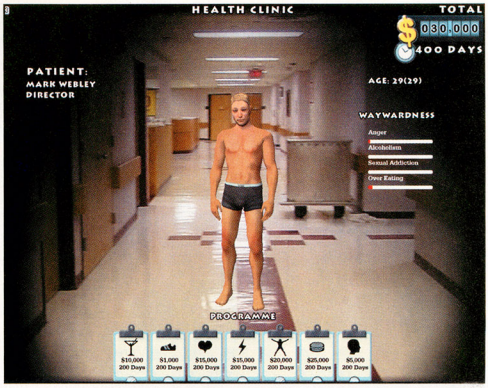
PM: It took a great deal of arguing, discussion, debate and philosophizing amongst the whole team to come up with quite a large list of variables which have an effect on how a movie performs both critically and commercially. A rather sophisticated AI system helps ensure that these variables are assessed, collected and graded to judge how successful a movie is.

NP: Are there distinct goals—ways in which the player can determine success or failure—or do you see the game as a more open-ended experience? Can players be equally successful taking the low-budget but prolific route of say, Roger Corman, as they would making big-budget event movies?

PM: Absolutely; you can be successful and get to the end of the game whether your studio produces cult B movies, Hollywood spectaculars or big-budget event movies. There are challenges that are given to you as you play the game that will allow you to create different sorts of movies.

NP: How has the design evolved during the game's production cycle?

PM: In the very early days of the game, the design changed quite a lot, but now we're looking



at tweaks as opposed to major design changes. It's fairly easy to see that The Movies will be a great game.

NP: What is it in system-management games that you like so much? What do they bring to the table that more-character-oriented games do not?

PM: Well, we do have characters in the game in the form of the advisors who we're now building up. The aspect I really like about these little world games is that they give the player the freedom to play the game however they want. The important thing is that when you play The Movies you know what to do but can choose how you do it.

NP: Simulation and strategy games have historically been more popular on the PC than on consoles. Did the fact that you are targeting consoles as well as the PC affect the game design?

PM: Definitely. While there are many many great sim games for the PC, there are not that many for consoles and this is because it is much harder to create a good sim game on the consoles. So we're paying particular attention to our design for these platforms.

NP: How will players share their movie creations with other players in the Nintendo GameCube version?

PM: We are hoping to allow players to save their movies to a Memory Card and swap films that way.

NP: You have a reputation for making very ambitious titles, The Movies being no exception. What are the advantages and disadvantages of always striving to make groundbreaking games?

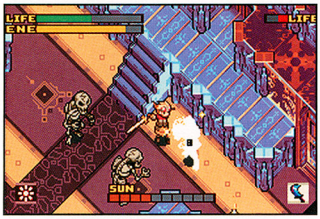
PM: The advantages are that you have the freedom to indulge your imagination and when something works it's a real buzz. But the disadvantage is that you can never be sure that things will work until near the end of a project.

NP: What are your favorite films? How would they fare in The Movies?

PM: There are a few: *Forbidden Planet*, *Silence of the Lambs* and *Kill Bill*. All of which should be possible to recreate within The Movies.

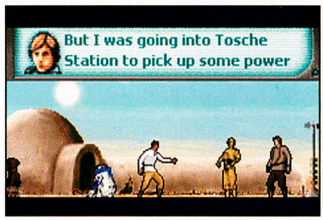
SEPTEMBER GALLERY

Our September gallery covers a diverse group of titles, from Digimon Rumble Arena 2 to Kingdom Hearts: Chain of Memories. You'll also find a shining example of innovation in Boktai 2 and perhaps the most beloved movie and game franchise ever making a return in *Star Wars* Trilogy.



Boktai 2: Solar Boy Django
Konami has a sunsational sequel to last year's solar-powered action RPG. You'll face new enemies, use over 60 weapons, explore larger worlds and engage friends in multiplayer-mode solar duels. Better have some sunscreen on hand by the game's release this September.

Digimon Rumble Arena 2
More than 40 of the most popular Digimon (representing all four seasons of the TV show) battle each other and Digivolve into powerful forms. Up to four players will be able to join a single brawl when the game is released this summer.



Star Wars Trilogy: Apprentice of the Force
Relive Luke, Han and Leia's adventures from the original movie trilogy on your GBA. The action takes you from the deserts of Tatooine to Endor's Forest Moon as you combat the Empire's evil plans.

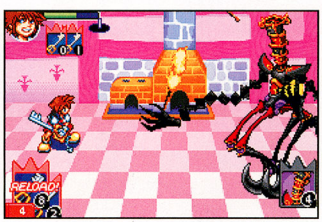
KINGDOM HEARTS: CHAIN OF MEMORIES

Melding the magical worlds of Square Enix and Disney, Chain of Memories brings the popular Kingdom Hearts series to the GBA in the form of a hand-drawn action-RPG. Much of the game remains shrouded in mystery, but we have new screenshots that show off some of the friends and enemies that hero Sora will encounter over the course of his journey. We'll have much more on the highly anticipated adventure leading up to its fall release.

Among the locations you'll visit is Halloween Town from The Nightmare Before Christmas.

Donald and Goofy return as Sora's sidekicks, but you'll have to use cards to bring them into battle.

You can summon beloved Disney characters (such as Bambi, pictured above) to aid you in battle.



The Heartless come in many shapes and sizes, but all are intent on destroying the game's worlds.

The cut scenes in Chain of Memories are absolutely astonishing. They look just like the PS2 game.

GAME WATCH FORECAST

NINTENDO GAMECUBE

ADVANCE WARS: UNDER FIRE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS*
AMAZING ISLAND
BAD BOYS II
BATEN KAITOS
CALL OF DUTY: FINEST HOUR
CATWOMAN
CHICKEN LITTLE
THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
CONAN: THE DARK AXE
DEAD PHOENIX
DEAD RUSH
DEF JAM: FIGHT FOR NY
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DIGIMON WORLD 4
DONKEY KONG JUNGLE BEAT
DONKEY KONGA
DREAMWORKS' SHARK TALE
FIRE EMBLEM
FUNKYDILLA
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GEIST
GOLDENEYE: ROGUE AGENT
THE INCREDIBLES
JUSTICE LEAGUE
KILLER 7
KING ARTHUR
THE LEGEND OF ZELDA*
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS
THE LORD OF THE RINGS: THE THIRD AGE
MADDEN NFL 2005
MARIO TENNIS
MEDABOTS: INFINITY
MEGA MAN X: COMMAND MISSION
METROID PRIME 2
MIDWAY ARCADE TREASURES 2
MOBILE SUIT GUNDAM THE MOVIES
NASCAR 2005: CHASE FOR THE CUP
NBA LIVE 2005
NEED FOR SPEED UNDERGROUND 2
NHL 2005
ODAMA
ONE PIECE: TREASURE BATTLE
PAPER MARIO 2
PIKMIN 2
PILLAGE
PINBALL HALL OF FAME
PHANTASY STAR ONLINE: EPISODE I & II PLUS
POWER RANGERS: DINO THUNDER
PRINCE OF PERSIA 2*
RESIDENT EVIL 4
ROBOTS
ROCKET POWER: ZERO GRAVITY ZONE
SCALER: THE SHAPE SHIFTING CHAMELEON
SECOND SIGHT
SPIDER-MAN 3
THE SPONGEBOB SQUAREPANTS MOVIE
SPYRO: A HERO'S TAIL
SRS: STREET RACING SYNDICATE
STAR FOX
STARCRAFT: GHOST
STRIKE FORCE BOWLING
TAK 2: THE STAFF OF DREAMS
TEENAGE MUTANT NINJA TURTLES 2
TERMINATOR 3: REDEMPTION DAY
TIGER WOODS 2005*
TIMESPLITTERS 3: FUTURE PERFECT
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S SPLINTER CELL 3*
TONY HAWK'S UNDERGROUND 2
TY THE TASMANIAN DEVIL 2
UNITY
THE URBZ: SIMS IN THE CITY*
VIEWTIFUL JOE 2
WORLD CHAMPIONSHIP POKER
WORLD CHAMPIONSHIP POOL 2004
WORMS FORTS: UNDER SIEGE!
WWE: DAY OF RECKONING
X-MEN LEGENDS
ZOIDS: BATTLE LEGENDS

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
ASTRO BOY
BACKYARD BASKETBALL
BANJO PILOT
BARBIE: THE PRINCESS AND THE PAUPER
BEJEWELED
BOKTAI 2: SOLAR BOY DJANGO
CRUSHED BASEBALL
CUSTOM ROBO GX
DEAD TO RIGHTS
DIGIMON RACING
DISNEY'S PARTY
DISNEY'S THAT'S SO RAVEN
DK: KING OF SWING
DONKEY KONG COUNTRY 2
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DRAGON BALL Z: BUU'S FURY
F-ZERO GP LEGEND
FAMITSA ADVANCE
FINAL FANTASY I & II
GRAND THEFT AUTO
GUNDAM SEED: BATTLE ASSAULT
HAMTARO: RAINBOW RESCUE
HARDCORE POOL
I-NINJA
THE INCREDIBLES
JUKA AND THE MONOPHONIC MENACE
KILL.SWITCH
KINGDOM HEARTS: CHAIN OF MEMORIES
KIRBY & THE AMAZING MIRROR
LADY SIA II
THE LEGEND OF ZELDA: THE MINISH CAP
LEMONY SNICKET: A SERIES OF UNFORTUNATE EVENTS
LILO & STITCH 2
LIZZIE MCGUIRE 2
THE LORD OF THE RINGS: THE THIRD AGE
MADDEN NFL 2005
MARIO PINBALL LAND
MEGA MAN MANIA
METAL SLUG ADVANCE
MICKEY'S MAGICAL QUEST 3
MS. PAC-MAN: MAZE MADNESS
ONE PIECE: GRAND BATTLE
PAC-MAN WORLD 20TH ANNIVERSARY
PIRATE BATTLE
POKéMON FIRERED
POKéMON LEAFGREEN
THE POLAR EXPRESS
POWER RANGERS: DINO THUNDER
RACING GEARS ADVANCE
RADIUM
RAVE MASTER: DUAL EXPLOSION
RIVER KING
ROAD RASH: JAILBREAK
SCURGE HIVE
SD GUNDAM FORCE
SHAMAN KING: MASTER OF SPIRITS
SMASHING DRIVE
SPEED BALL 2: BRUTAL DELUXE
SPY MUPPETS: LICENSED TO CROAK
STAR WARS TRILOGY
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
THUNDER ALLEY
THUNDERBIRDS
TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS
TINY TOON ADVENTURES: SCARY DREAMS
TRON 2.0
ULTIMATE TABLE GAMES
THE URBZ: SIMS IN THE CITY*
VAN HELSING
WORLD REBORN
X-BLADEZ: INLINE SKATER
XS MOTO
XYANIDE
YU-GI-OH! RESHEF OF DESTRUCTION

NINTENDO DS

BOMBERMAN
EGG MONSTER HEROES
DRAGON BALL Z
DRAGON QUEST MONSTERS
DYNASTY WARRIORS
FINAL FANTASY: CRYSTAL CHRONICLES*
FROGGER
METROID PRIME: HUNTERS
MOBILE SUIT GUNDAM SEED
MONSTER RANCHER
MR. DRILLER
NEED FOR SPEED
ONE PIECE
PAC-PIX
PICTOCHAT
RAYMAN*
SPIDER-MAN 2
SUPER MARIO 64X4
WARIOWARE, INC. DS
YU-GI-OH!: NIGHTMARE TROUBADOUR

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE

POWER CHARTS.183

Nintendo GameCube

New Player's Choice titles Sonic Mega Collection, Metroid Prime, F-Zero GX and Mario Golf: Toadstool Tour climb back up the sales chart this month. All four are worth a look if you missed them the first time.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	POKéMON COLOSSEUM	1	3
2	SHREK 2	•	1
3	CUSTOM ROBO	•	1
4	SONIC MEGA COLLECTION	11	9
5	SUPER SMASH BROS. MELEE	3	29
6	HARVEST MOON: A WONDERFUL LIFE	2	3
7	MARIO KART: DOUBLE DASH!!	4	7
8	LUIGI'S MANSION	7	23
9	SONIC HEREOES	6	5
10	METROID PRIME	•	10
11	MVP BASEBALL 2004	10	3
12	F-ZERO GX	•	4
13	DISNEY'S FINDING NEMO	8	8
14	SUPER MARIO SUNSHINE	13	17
15	MARIO PARTY 5	14	7
16	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	•	5
17	WARIOWARE, INC.: MEGA PARTY GAME$	5	2
18	NBA STREET VOL. 2	18	4
19	FINAL FANTASY: CRYSTAL CHRONICLES	12	4
20	MARIO GOLF: TOADSTOOL TOUR	•	5

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	TALES OF SYMPHONIA	1	3
2	PIKMIN 2	2	2
3	DONKEY KONGA	5	6
4	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	3	4
5	SPIDER-MAN 2	12	2
6	WARIOWARE, INC.: MEGA PARTY GAME$	7	5
7	NCAA FOOTBALL 2005	•	1
8	METAL GEAR SOLID: THE TWIN SNAKES	4	6
9	MVP BASEBALL 2004	6	5
10	TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW	•	1
11	FINAL FANTASY: CRYSTAL CHRONICLES	8	11
12	POKéMON COLOSSEUM	13	7
13	BEYOND GOOD & EVIL	9	10
14	MEGA MAN ANNIVERSARY COLLECTION	10	2
15	HARVEST MOON: A WONDERFUL LIFE	15	7
16	SOUL CALIBUR II	•	11
17	HARRY POTTER AND THE PRISONER OF AZKABAN	11	2
18	JAMES BOND 007: EVERYTHING OR NOTHING	19	6
19	VIEWTIFUL JOE	20	14
20	WORMS 3D	•	3

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	RESIDENT EVIL 4	GCN	3	15
2	METROID PRIME 2 ECHOES	GCN	1	7
3	PAPER MARIO 2	GCN	4	4
4	BATEN KAITOS	GCN	2	3
5	PRINCE OF PERSIA 2	GCN	5	2

KEY: NINTENDO GAMECUBE / GAME BOY ADVANCE

Game Boy

Riding the success of its big-screen counterpart, Shrek 2 debuts as the top-selling GBA game this month (followed closely by Mario vs. Donkey Kong). The NP Krew, meanwhile, has been hitting the links with Mario Golf: Advance Tour.

	TOP-SELLING GAMES* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	SHREK 2	•	1
2	MARIO VS. DONKEY KONG	•	1
3	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	3	8
4	POKéMON RUBY	2	14
5	POKéMON SAPPHIRE	4	12
6	DONKEY KONG COUNTRY	•	7
7	METROID: ZERO MISSION	7	4
8	YU-GI-OH!: WORLD CHAMPIONSHIP TOURNAMENT 2004	9	4
9	MEGA MAN BATTLE NETWORK 3: BLUE VERSION	•	2
10	MARIO & LUIGI: SUPERSTAR SAGA	10	6

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

	PLAYER'S CHOICE* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	MARIO GOLF: ADVANCE TOUR	2	3
2	MARIO VS. DONKEY KONG	1	4
3	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	3	4
4	POKéMON FIRERED AND POKéMON LEAFGREEN	•	1
5	HARRY POTTER AND THE PRISONER OF AZKABAN	4	2
6	SONIC ADVANCE 3	9	2
7	MARIO & LUIGI: SUPERSTAR SAGA	6	10
8	FIRE EMBLEM	5	12
9	FINAL FANTASY TACTICS ADVANCE	•	14
10	METROID: ZERO MISSION	7	8

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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SCREEN TEST

Huzzah! The screen test is back! We've created a caption so funny it would make a funeral director laugh, but if you think you're better, send your best lines to poweron@nintendopower.com.

What the . . . ?

YOUR SCREEN TEST CAPTIONS

Our line was: Practice your piano, or no cat for you.

Grandma, how did you get the piano to float? *—Dewski*

Stop playing the piano! Look what you've done to the poor cat! *—Simon*

The butler did it. No wait, it was just the bad piano music. *—Servbot_xx*

Oh no, it's Bob Barker! Quick, hide the cat! *—Moose363*

While the elderly woman watched her granddaughter play piano, the innocent-looking farmboy nabbed the cat. *—Brett S.*

Come on, even the cat can play better! Let me show you. *—Jason B.*

For every note you miss, we sell one of your cats. *—twiztidjordan*

Lost: Mitzi the cat from Animal Crossing. Please contact Officer Cooper if you have any information. *—Mark S.*

Quit playing the Meow Mix jingle! It drives the cat crazy! *—Jesse S.*

Hey, can you play "Cat Scratch Fever"? *—RazzleDazzleMan*

Woah, I'm falling off the stool! You, boy, toss that cat to break my fall. *—Jumpin_Jack21*

OK, you play and I'll teach the cat to dance. *—JollyBill1*

Look at me, I'm a CAT burglar! Ha ha ha ha . . . ahem. *—Anemaniac1*

THE SIMPLE PLAN MAN

Sebastien Lefebvre is the guitarist for the uber-popular rock group Simple Plan, and he's also a rabid gamer. We had him take Final Fantasy: Crystal Chronicles for a spin and tell us all about it.

NP: How long have you been a gamer?

SL: Pretty much since the first Nintendo console came out. You know, back when Mario was brown. I had just gone into first grade, so I was five going on six. I had Metroid, the first Final Fantasy, and I used to trade a lot with my friends.

NP: How did you get into Final Fantasy?

SL: I actually picked up a copy of Nintendo Power to see what games were coming out, and they had an article about it. And it looked cool so I bought it. At the time it was such a different kind of game that I just loved it, and really got into those kinds of games, like Dragon Warrior. Now I'm a total RPG kind of guy. When I play Final Fantasy games, I have to find every single item.

NP: How did you like Final Fantasy: Crystal Chronicles?

SL: I had a really, really good time playing it, but it wasn't your typical Final Fantasy game. Mainly because of the fighting. Usually they have the turn-based fighting, but in Crystal Chronicles you just walk around with a sword, and when you see an enemy you hit it.

NP: Is that a bad thing?

SL: No, I really liked the game, it was just different. It's kind of hard to compare it to the other ones—it's like apples and oranges. Though just in terms of how much fun I had playing it, it would definitely rank in the top five.

NP: How long did it take you to beat it?

SL: I don't know how many hours, but I finished it after eleven [in-game] years.

NP: What did you think of the graphics?

SL: They were cartoony, but that was really good for Final Fantasy because it brings you back to the older games. Some of the more recent ones, like Final Fantasy VIII and Final Fantasy X, had more-realistic graphics, but this was more like the old-school ones, which I really liked.

NP: Did you play it in multiplayer mode?

SL: Yeah, we did that. That was really cool because you can switch weapons or do something else while your friend is fighting a monster. The GBA also works as a map, and there's four different maps in the game, so having a bunch of GBAs made things a little easier. I even played the game using the GBA as the Controller, which worked out well because, again, the screen works as a map. The whole thing was pretty ingenious.

NP: Which do you prefer, single-player or multiplayer?

SL: I actually prefer the single-player mode because in the game you have to carry this thing [the Chalice], it always has to be near you, and in the single-player mode [the Moogle] carries it for you. But in multiplayer, one of the players has to carry it, and whoever has it walks really slow. That pretty much sucked.

NP: Thanks!

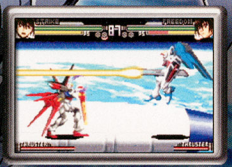
GAME BOY ADVANCE

MOBILE SUIT GUNDAM SEED™ BATTLE ASSAULT®

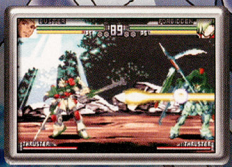
The hit Battle Assault® series makes its debut on the Game Boy® Advance this summer!

WHERE DO YOUR ALLEGIANCES LIE?

7 action-packed game modes including LINKABLE 2-player VS mode*



12 playable suits from the TV series



Customizable stats to suit your battle style

* Link up to 2 Game Boy Advance systems using a Game Boy® Advance Game Link® Cable (sold separately) for head-to-head action. Each player must use a separate Game Pak.

TEEN T CONTENT RATED BY ESRB
Fantasy Violence
Mild Language

www.BandaiGames.com

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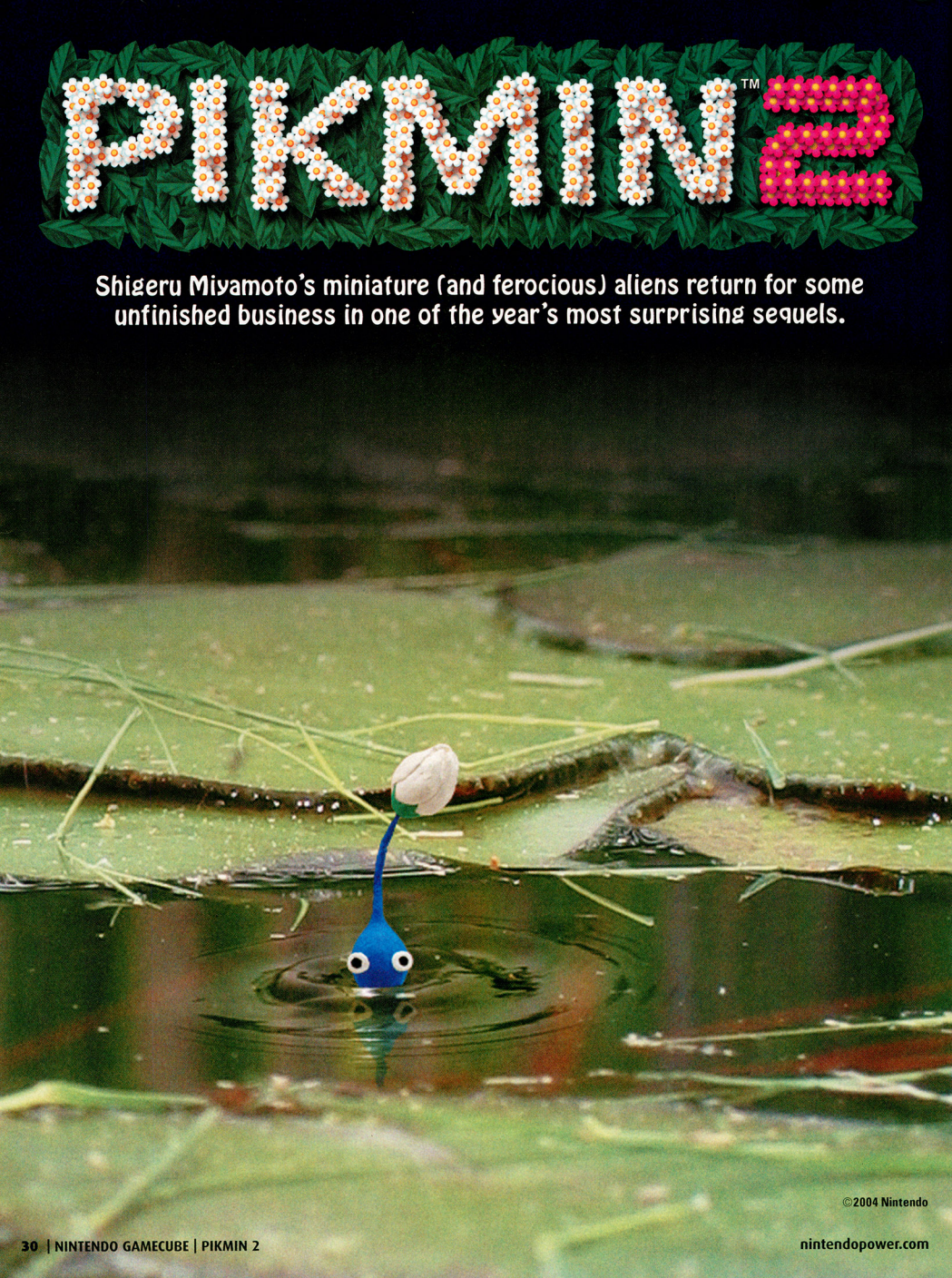
As seen on CARTOON NETWORK

BANDAI®

PIKMIN™ 2

Shigeru Miyamoto's miniature (and ferocious) aliens return for some unfinished business in one of the year's most surprising sequels.



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Meet the Pikmin

It's been almost three years since players first discovered the one-inch-tall creatures known as Pikmin when Captain Olimar's interstellar freighter crash-landed on a strange alien planet. Much to his astonishment, the mysterious creatures followed his every command, attacking the planet's hostile life-forms, removing obstacles from his path and retrieving items to bring back to his ship. Though Pikmin 2 retains the same basic gameplay as its predecessor (somewhat reminiscent of a real-time strategy game), it introduces a host of new elements, including a second playable character, labyrinthine underground areas, a lot more enemies and two new types of Pikmin. It takes the original formula—brilliant in its own right—and expands on it in every way.

Olimar and Louie

Upon returning to his homeworld of Hocotate, Captain Olimar discovers that his employer is in dire financial straits. To pay off the company's massive debt, the president of Hocotate Freight asks Olimar to return to the alien planet and bring back 10,000 Pokos worth of its valuable treasure (such as a 7-Up bottle cap and a Duracell battery). The company's newest hire, Louie, will accompany Olimar on his journey. The perpetually hungry assistant can either follow behind Olimar or take command of his own Pikmin. You can switch between the two with the press of a button, allowing you to tackle multiple jobs at once—Olimar's Pikmin can build a bridge, for example, while Louie's group carries a treasure back to the ship. Such multitasking takes a little bit of practice, but once you get the hang of it, the game moves at a faster, more exciting clip.

When you take a treasure back to your ship, the vessel will calculate the item's value. To pay off Hocotate Freight's debt, you'll need to collect 10,000 Pokos worth of booty.

The Five Faces of Pikmin

The red, yellow and blue Pikmin from Olimar's first adventure return for the sequel, and they're joined by a pair of new colors: purple and white. As in the previous game, you can grow the first three types by bringing pellets or defeated enemies back to the Onion (the Pikmin's spaceship) of the corresponding color. To create one of the new guys, however, you'll have to toss a Pikmin into a purple or white flower. Each color has its own attributes and abilities that you'll need to exploit over the course of your adventure.

Yellow Pikmin are highly agile and impervious to electricity. They're also much lighter than other types, allowing Olimar and Louie to throw them higher. You'll need them to retrieve items that would be out of reach otherwise.

Olimar is reunited with the red Pikmin first. They can withstand fire, and aside from the big purple bruisers, they're the fiercest attackers. (You might also note that they're the only Pikmin with noses. The yellow ones have ears and the blues ones have mouths. We think that stuff on the purple Pikmin is hair.)

Blue Pikmin are the only ones that can survive in water (all the other colors freak out like a dunked cat). To reach a new area with other types of Pikmin, you'll often have to unclog a drain or build a bridge with a group of blue ones first.

Purple Pikmin are the heavy hitters of the species (they stomp on the ground like a sumo wrestler when you first meet them). They're 10 times heavier and 10 times stronger—both in terms of carrying objects and of battling enemies—than other Pikmin types. They're a bit slow, however.

They might look a bit creepy with those big red eyes, but white Pikmin are incredibly versatile. Their high toxicity makes them immune to poison and deadly to most enemies when consumed. They're quite a bit faster than other Pikmin, as well, and they can sense treasure hidden beneath the soil.

Subterranean Exploration

Though you'll find some valuables on the planet's surface, your search for treasure will inevitably take you underground. Each region contains a number of holes that lead to subterranean areas. In addition to their vast riches, the tunnels house beasts far more dangerous than those you'll find topside. And since the Onions can't go down with you, you won't be able to grow more Pikmin—you'll have to be much more careful with your forces and prey on your enemies' weaknesses to minimize your casualties. Each subterranean area consists of multiple levels, and you won't be able to leave unless you abandon your treasure or reach the waterspout at the end that can propel you back to the surface.

Pikmin 2 doesn't have a time limit like the first game, but you still have to return to your ship at the end of each day—unless you're underground. Time stops when you're beneath the surface, so you can formulate the best course of action and explore each area thoroughly. Many of the tunnels highlight the series's strong puzzle elements, so you'll also have to do a good job of coordinating your Pikmin's abilities. Despite the absence of Father Time's breathing down your neck, the cramped quarters and nonreplenishable forces make the game quite a bit more challenging and intense than its predecessor.

On the final floor of each subterranean area, you'll encounter a boss. The hulking monstrosities ingest the area's most-valuable treasure. To extract it you'll have to exterminate the creature.

Pikmin vs. Pikmin

In addition to its deeper single-player campaign, Pikmin 2 features a new two-player split-screen battle mode. Each player starts with only a few Pikmin (either red or blue) and a marble of the same color. There are three ways to win: you can steal your opponent's marble and bring it back to your Onion, retrieve four of the yellow marbles scattered across the area or decimate your opponent's Pikmin by vanquishing them in battle. To aid your cause, cherries fall from the sky and bestow you with special power-ups. If you carry the fruit to your Onion, a roulette wheel will spin on the right-hand side of the screen and you'll receive whatever bonus it stops on. It may turn all of your Pikmin invisible, for instance, or drop boulders on the other player.

If your opponent tries to steal your marble, you'll have to drop whatever you're doing and divert your forces to protect it.

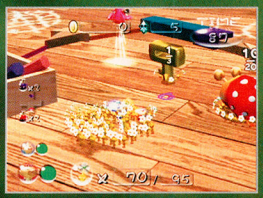
The Piklopedia

As Olimar discovers new life-forms, he'll add them to his Piklopedia. Each entry lists the creature's treasure value, how many of the creature you've defeated and how many Pikmin you've lost to it. You can also view Olimar's notes for some interesting and sometimes-helpful insight.

You can throw Pikpik Carrots at the creatures in the Piklopedia to see how they'll react to your Pikmin.

Ultimate Challenge

The Challenge mode in Pikmin 2 is a bit more interesting than the one in the original game (in which you simply tried to raise as many Pikmin as you could in the span of a day). You can unlock a total of 30 challenge arenas, most of which consist of multiple levels. You'll start each arena with a set number of Pikmin (sometimes as few as three), and your goals are to find a key and to collect as much treasure as possible before time runs out. You can tackle each arena solo, or with a friend in a split-screen co-op game. True to its name, Challenge mode will put even the best Pikmin players to the test.



Most of the time the key is hidden inside an enemy. You'll have to be aggressive when you encounter large creatures so you can find it as quickly as possible.

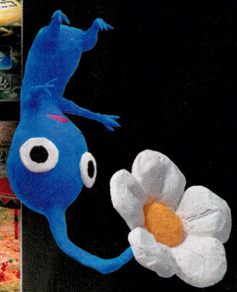
Pikmin Evolved

All of the new gameplay elements are complemented by some pretty impressive visuals. The game's sun-drenched environments boast impressive lighting, detailed textures and some of the best water effects we've ever seen. The game world also feels more fleshed out thanks to its larger areas and underground tunnels, as well as all of the real-world items that litter the scenes. Lots of little touches, like leaves falling in the breeze and pipes rusted from disuse, give the game a very complete aesthetic.

Perhaps the best part of Pikmin 2, however, is the way it brings the series's unique amalgamation of charm and ferocity to the fore. One moment your Pikmin will be singing adorably as they march behind you, and the next they'll be carrying away the head of a slain foe. The game's personality is unlike anything else, simultaneously endearing and more than a little disturbing. Pikmin 2 is everything a sequel should be: it shows great flashes of creativity while accentuating everything that made the first game so much fun. It could very well be the sleeper hit of the GCN's high-profile line up for the second half of 2004.

Pikmin 2's locales range from sandy beaches to dense forests. You never know what you'll find if you're willing to look hard enough. We even came across a bejeweled crown in the middle of a snowfield.

When ordered to do so, Pikmin will attack voraciously. The pangs of guilt that you feel as they peck away at the planet's wildlife will subside as your treasury grows.



STEALTH WILL SAVE YOU.

Tom Clancy's SPLINTER CELL® PANDORA TOMORROW™

THE DARK WORLD OF SAM FISHER

American Shadow Operative Sam Fisher has been called back into action to uncover and destroy an international terrorist threat. Ubisoft's much-anticipated sequel arrives on the Nintendo GameCube with updated graphics, improved enemy AI and a whole new arsenal. To top it off, Ubisoft has added improved levels and some GCN exclusives, including new gadgets and GBA connectivity features. If that's not enough, they've added an entirely new jungle level that is a strong contender for best level in the game. Prepare to travel the world in the shadows and push your stealth skills to the limit. The less you're seen, the better.

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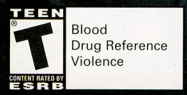
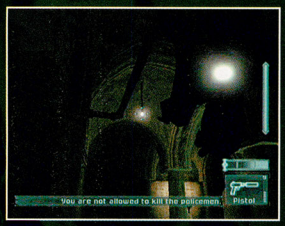
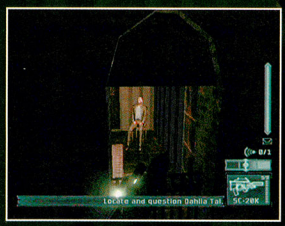


Blood
Drug Reference
Violence

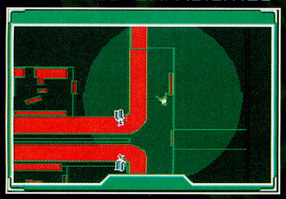
Sam's New Skills

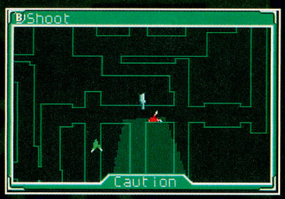




New challenges require new moves, and Tom Clancy's Splinter Cell Pandora Tomorrow has plenty of both. Sam is more limber than before; he can hang upside-down from pipes and railings to pick off terrorists from above. In many areas, Sam can darken the scene by shooting out lights. Such tactics add to the flexibility of the gameplay, giving you the option to play stealthily or aggressively.

Advanced Capabilities





Connecting a Game Boy Advance to your GCN adds some very useful enhancements to your gaming experience. The GBA screen will function as a radar map that shows you the floor plan of each area, as well as the locations of all enemies, mines, turrets and cameras. The GBA also acts as a remote control for wall mines and sticky cameras. Use the GBA to study the next room before you barge in so you'll be able to complete each level with only a couple of tries.

DILI, TIMOR

Lambert will teach you the ropes early in the level. Follow his instructions to complete the first set of objectives. Get comfortable using your Optic Cable to peek under doors before you go through them. Take out the first enemy and make your way slowly through the water to find the entrance to the embassy. Be sure to memorize movement patterns to figure out the best way to sneak up on enemies, or to avoid them altogether. Hide any bodies in the shadows, or you'll trigger alarms and risk detection.

OBJECTIVES:

- INFILTRATE THE EMBASSY
- LOCATE DOUGLAS SHETLAND
  - RECOVER/DESTROY SECURITY INTELLIGENCE
- LOCATE INGRID KARLTHSON
- RENDEZVOUS WITH COEN
  - SHUT DOWN SPOTLIGHTS

DARKNESS FAILS

On the first floor, take out the moving guard quietly then throw a bottle to attract the attention of the other two. You can either sneak past the pair or separate them and take them out. Once you reach the courtyard, Lambert will inform you of a guard wearing night-vision goggles. You'll need to stay in the moving spotlight to move across the corridor safely. Enter the tower and take out the guard from behind.

PARIS, FRANCE

To infiltrate the cryogenics lab, you'll need to navigate the Parisian subway. Taking out cameras and lights is essential to avoiding detection. If a camera or an enemy notices you, the security level will increase and enemies will become more difficult to dispatch. You can conserve ammo by keeping an eye out for alternate routes that allow you to slip past guards unnoticed—climbable objects are usually good indicators. Above all, stick to the shadows, and move as quickly as possible.

OBJECTIVES:

- INFILTRATE SAULNIER CRYOGENICS
- ACCESS THE SECURITY TERMINAL
- ACCESS SAULNIER'S CLIENT DATABASE
- ACCESS THE LIMITED STORAGE FACILITY
- LOCATE FRANCOIS COLDEBOEUF
  - TAKE HIS CELL PHONE

SUBWAY STEALTH

The passing subway train will light up the tunnel, making you visible to enemies. Shoot out all the lanterns and sneak through the train car. In the room with three bookshelves and a camera, jump up and climb over the first bookshelf, disabling the camera on your way, and take out the guard in the shadows. In the following room, shoot out the light and take the guards out of commission one by one.

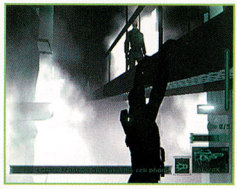
OVER THE TOP

Continue until you reach a room with three patrolling guards. Climb up a pipe left of the entrance, and crawl above the guards. If you move quickly enough, you can avoid them altogether. You may need to shoot one of them when you drop from the pipe, however. Head into the next area and eliminate the guards before they destroy the computer that contains the information you need. You'll trigger a countdown to a bomb.

WHISTLE WHILE YOU WORK

After finding and defusing the bomb, move slowly up the stairs to keep from triggering the motion sensor. In the next area, stay in the shadows and whistle to attract the guards. Their investigations will play right into your hands. Proceed to the room that has multiple cameras on the ceiling, and shoot them out from a safe distance. Find the computer and retrieve the information Lambert is looking for. Leave through the keypad door; enter the code from your Opsat.

Find Francois



After locating the French brains, you'll need to make your way across a catwalk where two guards stand in your way. Drop and grasp the ledge to shimmy right under their noses. The only way to reach Francois is through an underground passage in the adjacent room. Talk to him then crawl into the ceiling vent. Use careful sniper shots to eliminate the men below without hitting the explosive barrels.

PARIS-NICE, FRANCE

Your search for Mortified Penguin has led you to a man named Norman Soth on a passenger train. Is he an American ally or a member of a terrorist group? You'll need to find Soth and eavesdrop on his phone conversation to learn more. Soth has a distinct feature—use your thermal visor to make sure you have the right man. Stealth skills are vital on this level; if you trigger any alarms, the mission will end. Make your way through the first car and find the hatch that leads beneath the train.

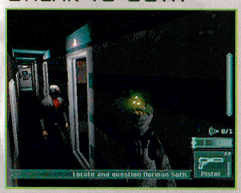
OBJECTIVES:

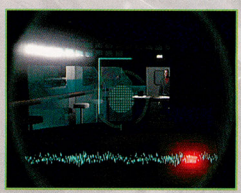
- Locate and Question Norman Soth
- Laser-Mic Soth's Phone Call
- Meet the Osprey on the Roof for Extraction

Night Train

Once you're back inside the train, hit the switch that controls the lights in the front of the car to attract the conductor's attention. When he comes back to investigate, take him down quietly. Move into the rear room and shoot out the light above the luggage rack. When the guard comes, knock him unconscious then hide the body. Climb outside through the side door and move carefully along the outside of the train, being sure not to draw attention.

Sneak to Soth





Crawl back inside through the available side door and creep down the hall with your back against the wall. If a passenger sees you, the mission will be over. Soth is in the third room down the hall. Confront him, then shadow him to the next car and listen in on his phone call using your laser mic. A ladder in the last car will be your escape route to the roof.

JERUSALEM, ISRAEL

Your mission is to meet up with Dahlia Tal, an inside source in the Israeli black market. A curfew is in effect in Jerusalem, so you will need to stay out of sight as you pass through the streets. If anyone sees you—either police or civilians—the mission will end. Before you locate Dahlia to find clues about the missing biological agent, you'll meet the arms dealer to obtain a new weapon. Equip your pistol and shoot out the lights along the way, using the crates to stay out of view.

OBJECTIVES:

- Retrieve Your SC20K
- Locate and Question Dahlia Tal
- Follow Dahlia to the Shoshana Storage
- Infiltrate Shoshana Storage
- Retrieve the ND133

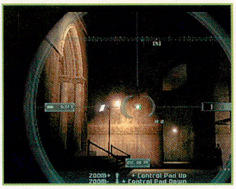
Get Your Gun

If you're paitent, you should be able to get to the dealer without much trouble. Stay in the shadows and knock guards unconscious when necessary. In the courtyard, whistle to distract the men, then sneak around the left edge. You must save the dealer from two thieves. Grab the first one from behind, then shoot the other before he harms the dealer. You'll be rewarded with some new toys.

On the Road

On your way to Dahlia, you'll see an opportunity to climb up through a bedroom. It's easier and quicker to stay on the road, though. Lure the guards into the dark with whistles and put them out of commission. Eventually you'll reach a courtyard with a lamppost in the middle. Shoot out the three lights to sneak up on the surrounding guards easily. When you reach a dead end, stand on the bench and jump onto the ledge to get over the gate.

Walk with Dahlia



As soon as Dahlia begins walking, move ahead of her to the left and shoot out the light in the corridor. This will distract the nearby police and civilians long enough for you to pass. Dahlia will attract the next officer's attention. While they're talking you'll be able to walk through the unavoidable patch of light unnoticed. In the next area, head left ahead of Dahlia to reach a catwalk, and meet her on the other side.

Follow Orders

After talking to Dahlia, head down the alley to the right. Climb a pipe to access the roof. Before rappelling down after you cross the roof, shoot out a lamp below to distract the police. When you part ways with Dahlia, be ready to follow Lambert's last-minute orders, and snuff her before she's out of sight. Once you're inside the facility, you'll have permission to use lethal attacks. Take out the guards one at a time, being sure to hide the bodies.

Find the ND133 and Get Out Alive

Inside the facility, use your ranged weapon to take down enemies from a safe distance. When you come across a turret, you'll be able to approach it from the left side and disable it. Look for the supply room, where you can stock up on ammo and grenades. In a room around the corner, you'll find the ND133. Collect it and find your way to the exit elevator. Once you're back at street level, take out the policeman under the scaffolding to your left.

Kundang Camp, Indonesia

The trail to uncovering the missing smallpox virus leads to a man named Sadono in the Indonesian jungle. Sadono's insurance plan, Pandora Tomorrow, will automatically release a biological agent on US soil if he is harmed. To find your way safely through the brush, stay within the shadows when possible and use tall vegetation for cover to stay out of your enemies' direct line of sight. The wide-open space can work to your advantage if you plan your path through enemy camps carefully. After all, the fresh air will do you good.

Objectives:

- Rendezvous with Shetland
- Plant Explosives on Sadono's Plane
- Infiltrate the Village
- Trail Sadono to Identify the Location
  - Rendezvous with CIA contact Asrul Arifin
- Tap Sadono's Secure Phone
- Exit the Back Door for Extraction

In the Thick of It

The first part of this level is a brand-new addition not seen in the Xbox version. Find your way through a series of obstacles until you reach a small enemy post. Move quickly to the right and take out the guard quietly while he is relieving himself. When the other guard sits down, shoot him in the head. Locate the wooden post and rappel down the hole.

The Bottom of the Pit

Before rappelling down the last cliff, you'll have to silence the barking dog. Enter the cave and shoot out the lights. Take some time to study the movement of the next two guards. If your sharp-shooting skills are up to it, one shot to the head will take them down without setting off any alarms. Once you reach the cave opening, you'll find Shetland staking out a large camp. Take care of the guard in the tent to the right, grab the items then sweep through the rest of the camp.

Thermal Warning

Crouch behind the barrier and wait. When the guards finish talking, one will accidentally set off a mine—eliminate the other while he's mourning his loss. Use your thermal visor and move carefully up to each trip wire. (Disabling mines requires you to rotate the Control Stick, similar to picking locks.) Sneak into the hangar via the fence on the left-hand side. Snipe the guards and plant the mine on the plane.

Snipe the Sniper

Take out the two guards near the gate and hit the switch inside the control room. When the gate opens, move quickly under the small covering to the left. Let the guard and his dog pass by you before you shoot the guard, then the dog. In the next camp, one of the men will go to his tent for a nap. Shoot him while he sleeps, then snipe the guard in the tower. Take out a third guard then climb the tower and use the zip line.

Sadono's Secrets

Trailing Sadono is not an easy task. Follow him, taking out guards when necessary. If he is alerted to your presence, the mission will end. The best way to get the access code for the house is to fire a Sticky Cam nearby while Sadono is talking to a guard. Up ahead, pick up the flares and use them to distract the turrets long enough for you to pass. Use the access code to gain entry to Sadono's house and tap his phone call.

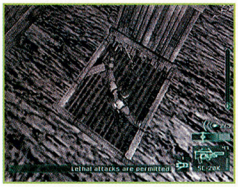
KOMODO, INDONESIA

Sadono's phone calls regarding Pandora Tomorrow are being routed through an encrypted line on a submarine's communications system. To get onto the submarine, you'll need to find your way through a heavily guarded village and an abandoned shipyard. Once you reach the submarine, lethal attacks will no longer be permitted. Being creative with your choice of path is important here. Stay in the shadows, take out lights and avoid the turrets' line of sight. You can disable the turrets once you get behind them.

OBJECTIVES:

- Infiltrate the Caves
- Force the Technician to Raise the Sub
- Infiltrate the Submarine
- Access the SISSIXS in the Command Center
- Go to the Extraction Spot

Turret Traffic

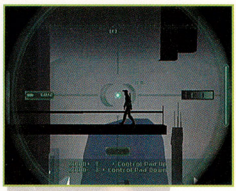


The village is under tight security. Laser motion sensors will set off an alarm if they detect you, and turrets will decrease your life meter rapidly. Take out the guards one by one and avoid the turrets. After you eliminate the guard who's having target practice, look for a telephone pole that you can climb. Use it to get into the next room through the roof and to avoid a turret's line of sight.

A Little Persuasion

Once you're in the facility, your first task is to find the control room. Two guards are in your way—whistle them into the shadows and knock them out. In the control room, find the technician and take him hostage, but leave him conscious. After interrogating him, drag him to the console that faces the window and make him raise the sub. Keep him conscious until he checks in with the captain.

On the Catwalk



There are enemies aplenty in the submarine docking area. Once you're out on the catwalks, take out the guard right outside the door. It's a long shot, but if possible, use your SC20K to snipe the other guards from a distance. Find the long zip line near the small elevator carriage and slide down to the lower catwalks. Sneak up behind the final guard while he's in the shadows. There may still be enemies above, so move quietly onto the submarine and drop down the hatch.

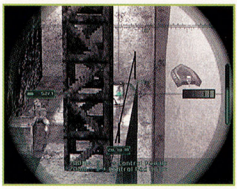
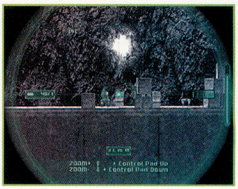
Sub Stealth

Quarters are close on the submarine, so you'll need to choose your hiding places wisely. Drop through a second hatch and move quickly down the hall into a darkened nook to the right. Wait for the guard to pass, then sneak up from behind and drop him. Move as slowly as possible through the room with the sleeping guard, then drop through the next hatch. Use the light switch to attract the guard's attention, and take him down in the dark.

Retinal Robbery

Any alarm triggered on the sub will end the mission immediately. In the small, well-lit room, wait for the colonel to come in and use the terminal, then sneak up from behind and grab him. Take him down the hall and use his eyes on the retinal scanner to gain access to the control room. Knock him out and carry his body quietly into the right corner of the room. Drop the body and take out the two guards. Access the computer terminal to complete your objective.

Get Topside

Find your way out of the submarine, taking out any remaining guards silently. Move across the catwalk and eliminate the guard on the stairs. At the bottom of the stairs, a small army of gunmen will be waiting for you. Since they'll already be aware of your presence, shoot the explosive barrels that litter the area to avoid any tedious sniping attempts. The same goes for the two gunmen across the water. At the end of the walkway, jump off the ledge and into your escape raft.

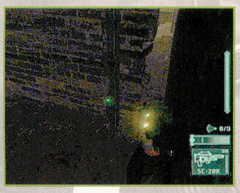
JAKARTA, INDONESIA

Shadownet has destroyed the biological agent that kept you from Sadono; your next objective is to capture Sadono and bring him in alive. Start by infiltrating the local TV station. Get to ground level and climb the pipe across the way to bypass the alley. Take out the two guards and climb the scaffolding. Zip across the building's entrance and slide down the cable in the elevator shaft. Once you're outside, you'll need to switch off your night vision to avoid being blinded by the lightning. Use thermal vision whenever possible.

OBJECTIVES:

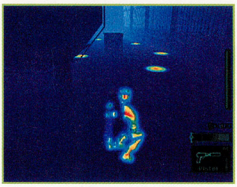
- Infiltrate the TV Station
- Rendezvous with Ingrid Karlthson
- Trail Ingrid to Sadono's Stronghold
- Seize Sadono Before He Leaves the Studio
- Rendezvous with Ingrid on the Roof

Camera Shy



Take out the two guards in the parking lot, being sure to snag the Cam Jam from one of their satchels, and head to the far-left corner. Be careful when sliding through the narrow opening—a wall mine is attached to the other side. Move through slowly and sneak by the mine. Drop the two guards in the garden area and find the ground entrance to the sewers. Use the Cam Jam on the sewer's indestructible security cameras to pass through rooms unnoticed.

Spotlights and Mines



Once you're out of the sewers, move to the dark corner directly behind you. Snipe the guard in the tower. Equip your thermal vision to view the mines, and use shadows to avoid the spotlights. Climb over the fence to avoid the last set of mines, and take out the guards in the following room. In the next area, avoid the turrets by crawling through a small opening in the wall to your left.

Backstage Pass

When you reach the top floor via the elevator, head left and go through the door across the hall. Take care of the guard, and jump up in between two crates in the corner to reach a shortcut through the ducts. Take out the three guards in the stage room, and head backstage. Go through the door on your left, turn out the lights and take out the guards silently. Speak with Ingrid and follow her unseen, protecting her when her cover is blown.

Crash Sadono's Close-Up

Clear the area outside the studio, including the entire lounge. At the far end of the lounge, climb into the duct. You'll end up behind the stage where Sadono is getting ready to film. Move quickly behind the backdrop. In the middle of Sadono's speech, take him hostage. You can avoid a gunfight with his guards if you move quickly enough. Head to the door to the right of the stage and use Sadono's eyes in the retinal scanner. Rendezvous with Ingrid at the chopper.

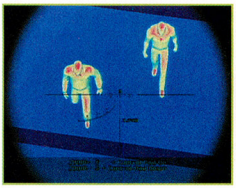
LOS ANGELES, USA

Norman Soth and his mercenaries have infiltrated Los Angeles International Airport. He has control of the last ND133, which contains the smallpox virus. Without being seen, you must hitch a ride into the airport, exterminate Soth and neutralize the virus. Soth's men are disguised as employees, and you'll need to eliminate them without real employees' noticing. Use your thermal vision to recognize the bad guys; they have a higher-than-normal temperature from their recent smallpox vaccinations.

OBJECTIVES:

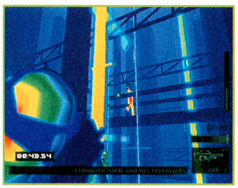
- Infiltrate the Airport
- Identify and Kill All the Terrorists
- Kill Soth and Recover the ND133

Elevator Action



After the long ordeal of getting past airport personnel and taking out the terrorists, you'll spot Soth walking through the airport. Get in the elevator. When it stops midroute, shoot the ceiling vent and exit the elevator. Jump across the two shafts and move through a series of pipes and passageways. You'll have to shoot out another vent eventually and jump the shaft again. At the top, rappel down the center shaft.

Slay Soth and Save the Day



You must be silent in the final area. If anyone is alerted, Soth will begin a one-minute countdown to releasing the virus. Take out the worker nearest you, then the guard on the first floor. There is only one way up to the ND133, but you can snipe Soth and the last guard from a few different spots. If you do it from the middle level, however, the timer will start—forcing you to rush to the ND133 before it goes off.

ALL IN A DAY'S WORK

Being a Shadow Operative is a thankless job, but you'll walk away with the satisfaction of knowing that your skills and bravery saved thousands of lives. Sadono, Soth and the rest of their thugs are no longer a threat, and the smallpox virus has been neutralized. The country is safe once again. Lay back, relax, take a deep breath ... and play Tom Clancy's Splinter Cell Pandora Tomorrow again on Hard mode, if you dare!

CUSTOM ROBO™

ROBO RUMBLE CONTEST

ESRB: TEEN T — Comic Mischief, Mild Fantasy Violence

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You've got one last chance to send in your Custom Robo designs and strategies for the Robo Rumble Contest! We've been receiving some sweet entries—keep 'em coming. Consult the contest rules for details on how to enter, and please remember to construct your Custom Robos only from parts that you can use in the GCN game. This month we're concluding our expert tips with info on robo guns and bombs. Check out customrobo.com for a full list of the part types featured in this month's strategy.

Grand Prize

1 Winner

Receive a one-of-a-kind Custom Robo model built in your robo's likeness.

Second Prize

1 Winner

Score a framed and signed Custom Robo poster.

Third Prize

14 Winners

Get your hands on a limited-edition Custom Robo T-shirt.

Firearm Fundamentals

Select a gun that complements your robo body and battle strategy. Are you an in-your-face, close-range fighter, or a rapid-fire, long-range blaster? Robo guns have five attributes that affect their performance: Attack Power, Round Speed, Homing, Rapid Fire and Knockdown Power.

The Vertical Gun's well-balanced attributes and medium range make it shine in any situation. A surefire tactic is to hide behind a wall and let loose a barrage of the Vertical Gun's wall-clearing rounds—its high Knockdown Power will have your opponent on his back before he knows what hit him.

Bomb-tastic Tips

Bombs can be the most challenging robo parts to use, but when employed properly they can be devastating. Select your bombs with specific situations and strategies in mind. For instance, some bombs are designed to blast an airborne robo out of the sky, while others work best to hinder a robo's ground movement.

Two of the most versatile bombs are the Delta and the Geo Trap. The Delta fires three small but very fast missiles in a triangular formation. Scatter its rounds in front of you when an opponent gets too close. The Geo Trap's attributes are all very high—its huge blast radius is forgiving if you aren't the best shot.

OFFICIAL CONTEST RULES:

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents ages 13 and over (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. Contest period is 5/20/2004 to 8/16/2004. To enter, print your name, address, telephone number, and the words "Custom Robo" on an 8 1/2" x 11" piece of paper. On the same sheet of paper, list your Robo parts (Robo part selection limited to one illegal part) and write an essay that is 150 words or less describing your Custom Robo parts chosen and battle strategy. Mail the entry to this address:

NINTENDO POWER
CUSTOM ROBO
P.O. BOX 97063
REDMOND, WA 98073-9763

Entries limited to one per person. To be eligible to win a prize, entries must be received by NOA by 8/16/2004 ("Entry Deadline"). NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 8/20/2004, winners will be determined based on: (a) 40% Robo design and (b) 60% written description of Robo. In the event of a tie, NOA will contact qualifiers to write a new 200-word essay on a topic of NOA's choice. NOA will attempt to notify winners by mail by 9/15/2004. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 16 will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/15/2004) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a model of his/her Custom Robo. Approximate Retail Value (ARV) of Grand prize package is $5,000.00. Second Prize: One (1) Second Prize winner will receive an autographed Custom Robo poster; ARV: $300.00. Third Prizes: Fourteen (14) Third Prize winners will each receive a Custom Robo T-shirt, ARV: $20.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavits not returned within 20 days after notification will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright ©2004 by Nintendo of America.

Take Spidey on a trip through the streets of New York City with new control and abilities in Activision's revamped action sequel.

TEEN T CONTENT RATED BY ESRB Violence

SPIDER-MAN 2™

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SERVE AND PROTECT

Peter Parker has a penchant for the sciences, so for a class project he has decided to study the remarkable accomplishments of Dr. Octavius. The bizarre result of the doctor's experiment gives Peter front-and-center view of the makings of an evil mastermind. Chase the doctor all over the Big Apple and stop him from carrying out his plans.

ON THE BEAT

The role of a superhero is not confined to the simple matter of defeating arch-villains. Be on the lookout for bystanders trying to alert you to petty crimes already in progress—ranging from purse-snatching to armored-car heists. Instead of helping you, when you talk to some bystanders, they'll trigger ambushes.

ONE CHAPTER AT A TIME

The game is divided into chapters that guide you through the story. The chapters vary in length and focus; some will have you delivering pizzas, and others will have you saving your girlfriend or defeating villians. If you're unsure where to go next, check your Status menu for a hint.

THE BIG CITY

Most of the action takes place on Manhattan island, one of the most densely populated areas in the United States. Needless to say, two major issues to deal with are crime and traffic. Fortunately, Spider-Man is well equipped to handle both. Run, jump and swing your way through the city streets while thwarting evildoers who lurk around every corner. Being Spider-Man also affords you several uncommon perks. Catch a view from the very top of the Empire State Building, or look back at the city while perched on Lady Liberty's crown—it's all there in fantastic detail.

Unlike in the first Spider-Man game, a close encounter with the ground will not cause Spidey's demise.

When you have a moment, climb to the top of a nearby tower and check out the city. The view is simply amazing.

THINK LIKE A SPIDER, MOVE LIKE A SPIDER

Spider-Man 2 gives you the boundless freedom of swinging among the skyscrapers of New York City. Practice every technique to move gracefully among and over the crowded streets.

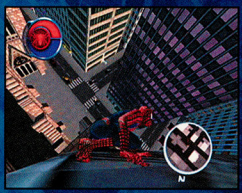
SWING THROUGH THE CITY

Gaming purists will appreciate being able to attach the web only to buildings within Spidey's range. Your Web Swing will no longer work just anywhere; keep an eye on the urban environment to determine the location of your next web shot. Architecturally featureless areas such as parks are more difficult to swing in, so avoid them when you need to get somewhere in a hurry.

SPRINT TO GLORY

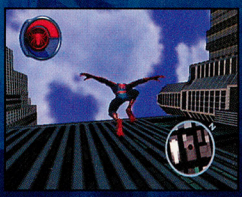
Wallsprinting is an essential technique that can be used in several different ways. First, choose a building and start your ascent by running up it. If you combine the move with a big jump, you'll soon be standing on the roof. While swinging, use the wallsprint to avoid colliding with a wall—you'll be rewarded for your prowess.

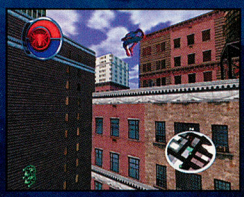
STICK AND CRAWL



Spider-Man can adhere to virtually any surface he can reach. Suspend from an overhang of a building or hop onto one of the moving cars to whisk down city streets. Spidey can stick to a building even while swinging, which prevents him from crashing into the side. More than a few places are accessible only by crawling, so stay on the lookout for areas to explore.

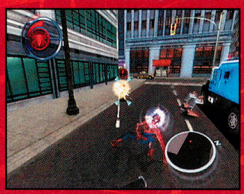
JUMP FOR HEIGHT AND DISTANCE





Control the height of your jump by holding down the jump button and releasing it when the meter is full. Press forward while jumping to go long distances, a technique particularly useful for hopping from rooftop to rooftop.

THE MEASURE OF A TRUE HERO



Artful maneuvering isn't just for show. Flashy combos of collision-free acrobatics build up your hero meter, which determines how long Spidey will be able to slow time when the action gets thick. When surrounded by thugs, you'll remember the sweet wallsprint you pulled off as you calmly tie them one-by-one to a lamppost.

ADVANCED MOVES AND UPGRADES

Upgrade various movement skills, such as higher jumping and longer wallsprints, in the store. Purchase the Web Zip as early as possible—it's a good technique for getting around town quickly. Air Tricks are just that—fancy aerial maneuvers that look cool and top off your hero meter.

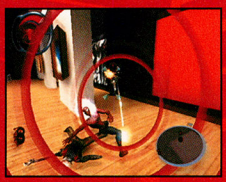
ON TO THE BUSINESS OF FIGHTING CRIME

While exploring the Big Apple, keep one eye on the radar to see where trouble spots are. Green dots show the locations of pedestrians who trigger optional missions, and purple dots point out where a situation is already in progress.

STAY ON TARGET

When surrounded by a group of enemies, press Down on the Control Pad to lock on to a particular threat. Once you're locked on, tap the C Stick to switch between adversaries. Use the technique to keep your focus on the most formidable foe, such as when fighting a boss in the midst of other, lesser enemies.

QUICK REFLEXES



Use your Spider Reflexes to slow down time when you're facing a large group of enemies, particularly those toting firearms. You will have more time to evade their attacks in Spider Reflex mode. Your hero meter will show you how much longer you can slow down time. Perform various acrobatic feats to refill the meter.

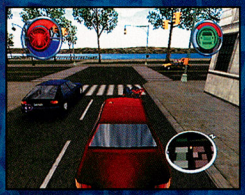
FIST-FIGHTING

Like most superheroes, Spider-Man shies away from guns. Combine kicks and punches to put enemies into submission. Various moves send baddies into the air, where you have free reign to wail on them until they come down.

CAUGHT IN A WEB

Of course, Spidey isn't limited to just his feet and fists. Use your web in a variety of ways, including sending a ball of silk at an enemy, or ensnaring a thug in a sticky web then swinging him at other nearby enemies. Also use your web to yank a thug's weapon right out of his hands.

A HERO'S WORK IS NEVER DONE



Be ready to handle all sorts of tough tasks, such as chasing down a car-jacker and disabling the car while clinging to its roof, or taking a giant leap out to a sinking ship in the harbor to rescue stranded passengers. You'll even see balloons that have gone astray from their toddler owners.

BUY NEW COMBO ATTACKS

Purchase combo attacks at the same store where you buy movement upgrades. Attacks that help you deal with multiple enemies at once are the most helpful. Some purchases are not new moves, but rather upgrades to techniques you already possess, such as improved midair-enemy-juggling.

EXTRA TASKS AND CHALLENGES

There are ways to earn hero points besides aiding random citizens on the street. The map marks the starting point for such missions. Every new mission at each map location is harder than the last, but their Hero Point values also increase.

SPECIAL DELIVERIES

Mr. Aziz runs a respectable pizza joint, and he doesn't need superheroes ruining his reputation. When you're making a delivery, avoid doing tricks and rolls—customers wont accept overturned pizzas. Every pizza run becomes more difficult; you must deliver more pizzas farther away, and in less time. If you finally meet the demands of all the customers, you'll earn a medal.

Take a break from the heroics once in a while to check in on Mary Jane. More than likely, you've already forgotten about a date you were supposed to be on. She'll leave information at her apartment to tell you where to find her. Race to meet her as quickly as possible. She won't be happy, but at least you'll earn some Hero Points.

MEDALS OF HONOR

You'll earn medals by foiling a certain number of crimes and by finding whole groups of Exploration Tokens. Check out the Status menu for a complete list of medals.

TOKEN SUCCESS

Find Exploration Tokens all over the city. Hideout Tokens are inside some of the shady dives in the city, and not surprisingly, you might have to fight some shady characters to get them. Skyscraper Tokens are found on top of the numerous tall buildings. Secret Tokens are extremely difficult to locate—search in every nook and cranny to collect them all.

ONE SPIDER'S STORY

Every chapter has a list of objectives that you must complete, but you'll do more than just check items off the list. Your chapter progress will be interrupted constantly by a whole host of dangerous missions.

CHAPTER 1: WHAT MIGHT HAVE BEEN

A brief tutorial will show you the new methods of getting around in the city—particularly useful to veterans of the first Spider-Man game.

CHAPTER 2: A DAY IN THE LIFE

A second tutorial begins by introducing new web-slinging moves but is interrupted when the arcade is robbed. Chase down the getaway car and defeat the thugs, then purchase the Swing Speed Level 1 upgrade.

THE ARCADE

The arcade will be open after you've delivered some justice to the criminals who held it up. Use arcade minigames to practice some of the more advanced moves, such as backward punching and web-yanking. Success at the first game will unlock the next, and so forth.

CHAPTER 3: PUNCTUALITY IS THE THIEF OF TIME

You're late for class and a long way from school. To make matters worse, a major crime happens before you can arrive. Take care of the enemies and return the stolen item to its rightful owner before you catch up with your professor. Afterward you'll be guided to the pizza shop.

ART APPRECIATION

The art gallery is being robbed, and you need to head over there to break up the burglars' plans. Once that task is complete, you will immediately begin a chase across the city with a mystery woman in black leather.

CHAPTER 4: ALL IN A DAY'S WORK

Head over to the Daily Bugle to pick up your first photo assignment. On your way, look for a nearby shop to buy the Swing Speed Level 2 upgrade and the Web Zip for better movement. Your first photo assignment is to take some pictures of the city from a good vantage point—namely, the Empire State Building. Cling to the walls to take photos from five different locations, including the peak of the enormous skyscraper.

LOCK HORNS WITH RHINO

You'll get only a brief glimpse at the plot Rhino is involved in before you must fight him. Watch your Spidey Sense to time your dodges, then attack when Rhino appears dizzy. Turn on Spider Reflexes mode to make dodging easier.

CHAPTER 5: A MEETING OF MINDS

After purchasing the grapple attack and meeting Dr. Octavius for the first time, explore the city and rack up some Hero Points.

CHAPTER 6: CAT AND MOUSE

Buy the Swing Speed Level 3 upgrade before collecting the Photo Tokens—it will help you keep up with Black Cat when you chase after her. The note at Mary Jane's apartment says that she is waiting for you at the movie theater. You have less than a minute to make it to the theater, so get going.

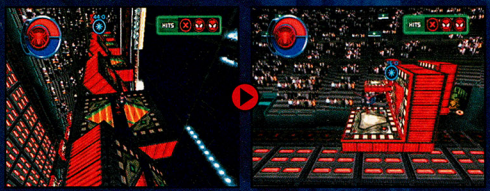
CHAPTER 7: PRIDE AND PREJUDICE

Daily Bugle chief Jameson will send Peter to cover a skills competition between Spider-Man and a loudmouth challenger named Quentin Beck.

SPIDER-MAN CHALLENGE ONE

Three waves of criminals will flood onto the arena floor. Pull a felon toward you and throw him into the green-glowing pit. Charge the throw button to toss the criminals from farther away. Grab as many enemies as you can. The green pit will begin to turn orange before it changes back to red. When the change begins, start looking around for the next green pit.

DUCK AND COVER

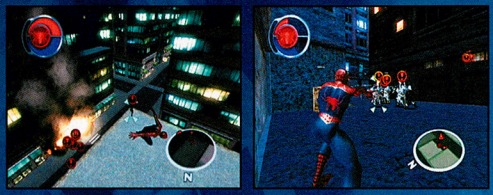


Next you'll face a series of wall-crawling tests. After pressing the button at each checkpoint, stay on the platform until it takes you to the next set of obstacles. Keep to the opposite side of Beck's cannon and time your crawls so that your location won't be revealed to him as the blocks you're on shift and spin. The last section is the trickiest—make small jumps from platform to platform to get to the final button.

CHAPTER 8: SUGAR AND SPICE

Before stopping in at Dr. Octavius's apartment, buy all the combo upgrades you can afford. You won't have much of an opportunity to shop between your visit and a couple of intense fights.

BACK-TO-BACK BRAWLS



A jewelry store is being robbed near the playhouse where you were supposed to meet Mary Jane. Take out the rooftop sniper across the street from the burning building before assailing the street-level thugs. When that situation is under control, Black Cat will inform you of the location of the gang that was in the art gallery earlier. You'll have to chase after her again, of course; use the chase to build up your Hero Meter. The next fight involves a lot of bad guys with machine guns, and your Spidey Reflexes will come in handy.

CHAPTER 9: WHEN ALIENS ATTACK

Be sure to buy any upgrades before going to the *Daily Bugle*. You wont have any time between talking to Jameson and encountering Mysterio.

A NIGHT AT THE THEATER

Quentin Beck's press conference is really a trap to catch Spider-Man, as well as some of the New York press corps. Pick up all six reporters and swing them up to the rear balcony, where they can escape, then tackle the flying robots. The lock-on system works well to keep them in sight.

DAMSEL IN DISTRESS

Mysterio has left a trail of hovering orbs from the shore out to the Statue of Liberty. Power up your jump during each swing to make sure you reach the next orb. At the statue, knock out the eight glowing orbs that are suspended on each arm of the contraption above the statue. Once they're all gone, jump on top of the mechanism and pound the system core.

MYSTERIO'S FUNHOUSE, PART ONE

Find Mysterio's hideout down an elevator behind a bookcase in his apartment. Axe-wielding roly-poly clowns wait for you in a large, upside-down room. When you punch or kick the clowns, they'll bounce back and hit you. Either stick to using uppercuts, which bounce them away, or attack them then immediately dodge to avoid their counterattacks.

DANGEROUS DOPPELGANGERS

In this round hall of mirrors, misshapen Spidey clones will come out from the mirrors to assail you. A maximum of three clones will pursue you at a time, so break the mirrors quickly while keeping the clones on the other side of the room. Keep moving to avoid the enemy web lines, which are both damaging and very disorienting.

CHAPTER 10: WHEN GOOD MEN GO BAD

After you've collected some Hero Points, head over to Dr. Octavius's laboratory to witness his experiment go horribly wrong.

DEFECTIVE DEMONSTRATION

Once the demonstration has gone awry, it's up to Spider-Man to make sure the reaction is contained. Knock out the four flashing terminals around the central device. Make long jumps from one terminal to the next—time them to avoid the wave of energy pulsing from the device. The device will also sometimes emit an electrical bolt—use your Spidey Sense to get out of the way.

On your way to see Dr. Connors, Mysterio's robots will attack you on the street. Lock on to them to keep track of their locations. When you've destroyed them all, a scene will show Dr. Octavius at Dr. Connors's lab explaining his intention to raise money illicitly to avenge his wife's death.

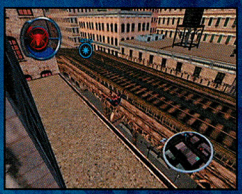
CHAPTER 11: THE UNDERWORLD OF CRIME

Meet Aunt May at the bank, only to be interrupted by Doc Ock.

BY APPOINTMENT ONLY

Doc Ock will burst into the bank with several very dangerous goons in an attempt to make a huge withdrawal. Take out the minor thugs first, but keep an eye on Doc Ock's position. When he's finally alone, dodge his legs then fire web lines to stick them to the floor. When all four of his legs are glued down, attack him with punches and kicks.

STAY ON TRACK



Three more thugs are outside where you just fought Octavius. Lure them toward the larger main lobby so you have space to dodge their projectile attacks. After you defeat them, go outside and climb up to Doc Ock's helicopter. If you're quick enough, you can attach to it before he leaves. When he leaves Aunt May on the tracks, rush to save her from the oncoming train.

CHAPTER 12: SHOCKING DEVELOPMENTS

J. J. Jameson has left a message on the answering machine in your apartment. Listen to it then head over to his place to hear some bad news.

SHOCKING DEVELOPMENT

While you're eavesdropping outside Jameson's place, Black Cat will once again stop by. She knows where Shocker's hideout is, and she'll offer to take you there. Hit Shocker with conventional attacks, then get as far away as possible when he charges up his very bright lightning ball.

STICK TO IT

You think you've seen it all? So far you've fought four major villains but you've been able to put only one of them behind bars, you haven't patched things up with Mary Jane, and you likely have a few more Secret Tokens to find. In other words, you're far from done. Surprises lurk around every corner and down every dark alley. Take your time—you don't want to miss any detail in Activision's beautiful game, plus you'll want to revel in every moment you can live as a superhero.

CATWOMAN™

EA GAMES AND DC COMICS PRESENT THE SLINKIEST, SEXIEST SUPERHERO IN VIDEO GAMES.

She's a mix of good and bad—a cat burglar who steals from the social elite and fights for the destitute and downtrodden. She toys with her prey before finishing it with a brutal ballet of flashing four-inch heels, raking claws and a stinging whip. Like its namesake character, Catwoman for Nintendo GameCube is sophisticated, seductive, often playful and sometimes dangerous. Gorgeous graphics lovingly depict Catwoman's feline movements as she prowls the shadowy rooftops and alleyways of Gotham, and the gameplay glorifies her catlike attacks and senses. Cinematic interludes focus on her graceful, gymnastic moves—slow-motion backflips and acrobatic flights from one lofty perch to another. (The final game may look even more enticing than our development-version screenshots.) Divided into scenes based on the recent film, the game presents linear action with an emphasis on delivering humorous one-liners, performing easy but stylish maneuvers and collecting diamonds, which are used to purchase special moves. Let's see what the cat will drag in when the game is released in late July.

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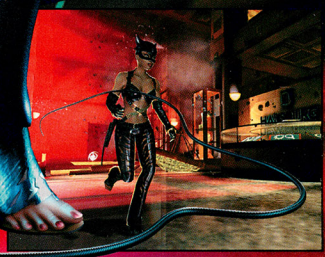


THE ESSENTIAL CATWOMAN

Catwoman has appeared in comics, TV shows and movies over the past 60 years, and the character has undergone many transformations. Her appearance, her background and even her name have changed. But some traits, such as her agility, compassion and wit, have remained constant. So who is Catwoman? Here's what you need to know.

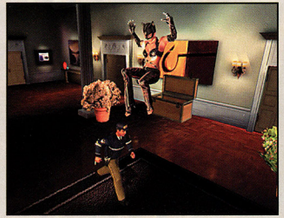
NINE LIVES AND COUNTING

DC Comics introduced Catwoman in a Batman comic book in 1940. In that early appearance, she was known as The Cat—a stylish cat burglar with a taste for jewels. Almost overnight, Catwoman evolved into a major figure in the Batman universe. Her true identity was Selina Kyle, and although she would often commit crimes, she wasn't a villain. In one storyline, she married Bruce Wayne (Batman) and the couple had a daughter, Helena Wayne. Julie Newmar played a campy version of the character in the 1960s Batman TV show, but it wasn't until 1989 that the Princess of Plunder (a.k.a. Catwoman) got her own comic book series. The Catwoman of this year's movie and EA's game is a new creation. The story follows Patience Phillips—a designer for the Hedare Beauty empire—who falls victim to the perpetrators of an evil plot, then is resurrected by a mysterious Egyptian cat. Reborn as Catwoman, and bestowed with new skills, a thirst for vengeance, and a touch of amnesia, Patience sets out to discover the truth behind the corporation's shady dealings and to bring her attackers to justice.

ON THE PROWL

In the game, Catwoman spends much of her time scouting routes through mazelike levels—jumping, climbing walls, using her whip to swing between grapple points. Fighting thugs and guards is her other main obsession. She grows more powerful by acquiring new skills. And her one-liners are delivered as sharply as the swipe of her claws, ensuring that she'll be the last kitty standing.

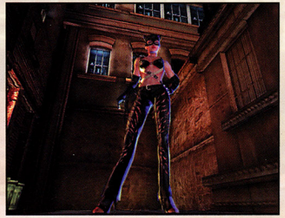
Catwoman claws her way to the top, climbing walls, leaping gaps and using her whip as a rope, a grapple and a swing.



She plays cat and mouse to score points, but eventually she'll need to put foes away in a safe place, such as in an open dumpster or chest.

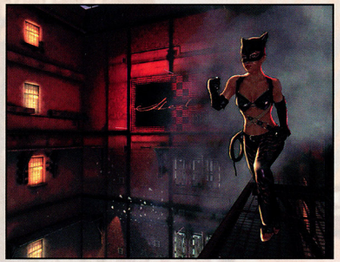
HALLE TO THE CHIEF

Academy Award-winning actress Halle Berry leaves her mark on more than the Catwoman movie; she also played an important role in the creation of the game. The development team generated a detailed digital model of Ms. Berry to create the game character. Catwoman's distinctive walk animation was also based on the actress's movie presentation. Not only does the in-game Catwoman walk the walk of her movie persona, but she also talks the talk. All of Catwoman's pithy comments throughout the game are voiced by Halle Berry. Her delicious, sarcastic barbs are guaranteed to hook you.



A SCENIC TOUR OF GOTHAM

The six environments in Catwoman are based on locations in the film, including the jewelry store, the Hedare factory, the Hedare mansion, the performance center and the Hedare HQ. Each setting is composed of as many as eight scenes, and most scenes are broken into stages marked by checkpoints, where the game resumes if you lose one of your nine lives. Scenes also have objectives, such as performing a minimum number of specialty moves and finding your pet cat, Midnight. The sparkling health meter on the left side of the screen appears only when you take damage, and it is replenished over time. Most scenes combine exploration and fighting action, and once you've completed them, you can return to them repeatedly to set record-high scores. As you progress in the game, you'll unlock comic books, game tips and cool extras. Catwoman also encounters three bosses: Armando (Hedare's head bodyguard), Wesley (Hedare's evil henchman) and the beautiful but wicked Laurel Hedare, the head of the cosmetics empire.



CAT'S-EYE PURR-SPECTIVE

Style doesn't always top substance in Catwoman. You'll have to think your way out of many situations or look for opportunities to make your job easier. Using your Cat Sense (Z Button) will shift the scene to a first-person perspective in which you can detect scent trails or see which enemy is most frightened of you. A snap of your whip will flip switches to activate machines or turn off lights. In pitch-black conditions, your feline night vision will allow you to see while your enemies fumble about blind. Since you must fling enemies into garbage cans or toss them off ledges to be rid of them, you'll have to assess your surroundings and maneuver foes into vulnerable positions. In some areas, you'll become a moving target for gunmen; you'll have to evade their targeting lasers. Areas that lack enemies may be just as difficult to pass through. Puzzle solutions often require multiple steps and planning. Most of the game is viewed from fixed-point camera locations, so it's often advantageous to switch to the Cat Sense perspective to get the lay of the land. In this game, there's more than one way to skin a cat.

CRACKING THE WHIP

Catwoman has a lot to accomplish in every scene. It's not enough to simply scratch your way to the end; you'll want to score as many points as possible as you go. That means you'll need to complete the objectives, collect all of the Bling fragments, earn a combat bonus for fighting effectively, track down Midnight (on most stages) and tack on extra points by performing with exceptional skill. All your points will be converted into diamonds, which you can use to purchase cool new moves in the Feline Specialties shop. At each stage's outset, you'll see a list that includes objectives such as performing Alley Cat, Scaredy Cat and Pussy Cat moves. Alley Cat moves are acrobatic feats that help you complete a stage quickly. If you see a sparkling trail, you'll likely earn an Alley Cat bonus. You can earn Scaredy Cat moves by toying with enemies who are glowing yellow with fear. If you leave a cowering foe alone long enough, he'll try to run away from you. After buying the Pose and Taunt special moves in the Feline Specialties shop, you can perform Pussy Cat moves to torment your enemies further. Other Feline Specialties moves include Weapon Removal, Neck Whip, Long Range Attacks, Grapple Flip Kick and Advanced Cat Sense, which allows you to see enemies through walls.

MEOW MISS

She's wild, unpredictable, sassy and surprisingly compassionate. She may wiggle her assets to distract a bad guy, but she won't slice and dice him like so many so-called superheroes. Catwoman is the focus of everything in the game. Even the idle mode (called the "ogle cam" by the game's developers) is a loving tribute to the feline fatale's animated charms. The graphics may be what lures you to the game, but Catwoman offers enough diversity, action, humor and challenge to keep you enthralled. The experience is singular—just you and Catwoman in a dangerous world. Forget about mini-games and multi-payer modes. But if you have a taste for exotic action, Catwoman will satisfy your hunger.

CATWOMAN™
T
TEEN
CONTENT RATED BY ESRB
Mild Language
Violence
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TALES OF SYMPHONIA™

ANSWER DESTINY'S CALL AND FACE YOUR FATE IN NAMCO'S MOST HIGHLY ANTICIPATED RPG—ONLY ON GCN.

The weight of the world rests upon one girl's shoulders—Colette Brunel. Join her perilous mission to rejuvenate the land and awaken the goddess. Last month we covered the Tales of Symphonia battle system in depth—this month we're diving right into the action. Read on to discover what lies in store!

ESRB: TEEN (T) — Fantasy Violence, Language, Suggestive Themes

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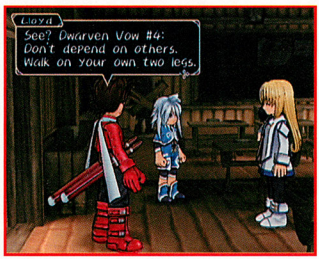
FACING FATE TOGETHER

Lloyd, Genis and Colette are the best of friends; they would do anything for one another no matter how dangerous. Historically, danger wasn't much of a worry in Iselia, thanks to its nonaggression treaty with the Desians—a violent organization of half-elves. But peace, like many good things, never lasts, and the trio's serene life in Iselia village is about to change. As a daughter of the Mana lineage, Colette is the seventh Chosen. The time has come for her to accept her fate and embark on the journey of a lifetime.



LLOYD IRVING

Lloyd's mischievous and reckless nature often gets him into trouble, but he's fiercely loyal and courageous. Dirk, his adoptive father, found him, his dying mother and his pet, Noishe, in a forest 17 years ago.

GENIS SAGE

Genis is Lloyd's best friend. As the most talented mage in Iselia, the 12-year-old child prodigy seems to know just about everything. He lives with his older sister, Raine, a professor in Iselia.

COLETTE BRUNEL

Colette is Lloyd's childhood friend. The 16-year-old girl is hopelessly clumsy, but her sweet nature wins over all who meet her. Growing up as a Chosen has made her brave and determined.

SYLVARANT WORLD MAP

When you first receive the Sylvarant Map from Dirk (see page 55), you'll be able to see all of Sylvarant's land, but not every specific location. As you visit new places, they will appear on the map. The locations marked on the map below are in this month's coverage. You'll return to some locations several times, so the locations' icon (such as A1) will appear a number of times in the walk-through.

A1 ISELIA VILLAGE

Iselia, a peaceful woodland village, is your hometown and the starting point for your journey.

A2 MARTEL TEMPLE

Colette must face her trial and meet with the Oracle in Martel Temple on the Day of Prophecy.

A3 ISELIA FOREST

Iselia Forest lies between Iselia and Dirk's house. It is also home to the Desians' Human Ranch.

A4 TRIET—THE DESERT OASIS

Triet is a thriving merchant town in the Triet Desert. At the heart of the town lies an oasis.

A5 SYLVARANT BASE

The Sylvarant Base is a secret Desian headquarters. No one knows what really goes on inside....

A6 TRIET RUINS

The first Triet was destroyed by Efreet's fires. All that remains are the Fire Temple and ruins.

A7 OSSA TRAIL

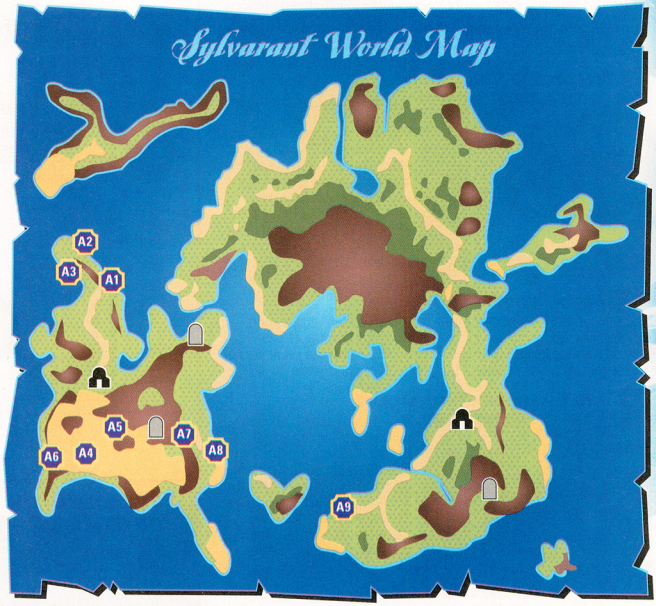
The Ossa Trail is a narrow passage through the mountains between Triet and Izoold.

A8 IZOOLD SEAPORT

The small town is centered around fishing and sailing. Boats usually sail to Palmacosta from Izoold.

A9 PALMACOSTA

The largest city in Sylvarant is home to a formidable Desian-resistance militia.

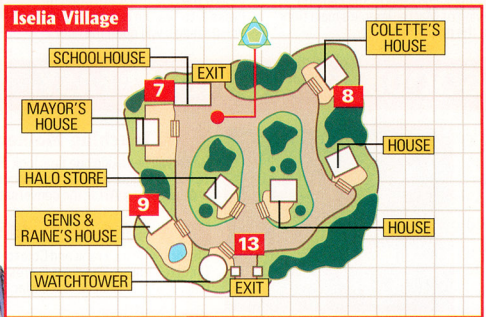


HOUSE OF SALVATION

GUIDEPOST STONE

A1 ISELIA – THE VILLAGE OF ORACLES

Lloyd, Genis and Colette are enjoying a normal day at school when a flash of brilliant light announces the arrival of the Oracle and the Day of Prophecy. You won't do anything in Iselia until you return from Martel Temple. The tips that correspond with the numbers on the Iselia map are on later pages—tips 7 through 9 are on page 54, and tip 13 is on page 55.



MAP KEY

MEMORY CIRCLE

COLETTE'S FIRST TITLE

Examine the hole in the schoolhouse's wall and press Z—Lloyd and Genis will give Colette her first title, Klutz.

HALO STORE

APPLE GEL	100
BOOTS	100
BREAD	70
CHAKRAM	200
CHICKEN	120
EGG	50
LETTUCE	80
LIFE BOTTLE	300
MAGIC LENS	10
NOVA	600
ORANGE GEL	200
SOFT LEATHER	480
TOMATO	60
WOODEN BLADE	700

HEAL AT COLETTE'S

Visit Colette's house when you need to rest—Frank will heal your group for free.

A2 MARTEL TEMPLE – THE CHOSEN'S TRIAL

After Raine leaves for Martel Temple, talk to the boy in the middle row of the class to get a Magic Lens. Exit the building and talk with Colette's adoptive father, Frank. Save at the nearby Memory Circle before you escort Colette to the tower. Some Memory Circles are sealed—you must open them with a Memory Gem (which some monsters drop).

1 Protect the Chosen!

A group led by Lord Botta has slain Pastor and cornered Phaidra—the group is on a mission to cut the Chosen's life short. Defeat the two soldiers then take on the brute, Vidarr; use the Magic Lens on him before you attack. Press X to block when he swings. During the battle, Kratos will join your party and keep you healed.

2 Navigating Martel Temple

The temple interior is crawling with monsters. When you slay one, another will take its place—so keep moving. Descend the stairway labeled A on the map to the right. You'll be able to access every area of the temple after you complete the stone-block puzzle (see tip 3).

3 Turning Golems into Stones

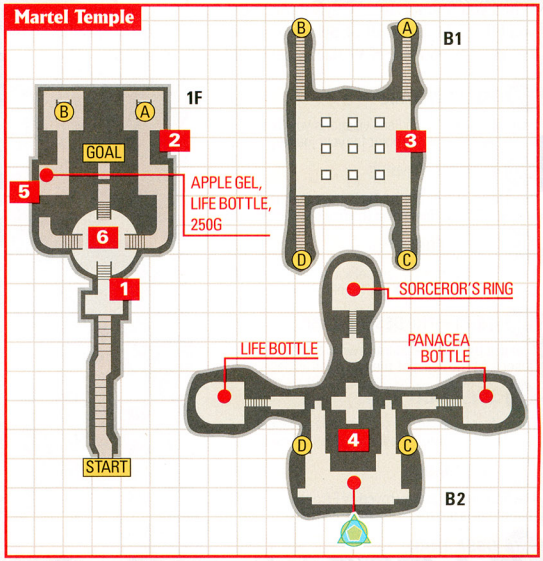
When you reach B1, a golem will materialize and attack you. Defeat it to turn it into a harmless stone block. Colette will push the first stone block into a hole in the floor. Vanquish five more golems and push two stone blocks each into the north, east, and west holes.

4 Make Your Own Way

After you complete the stone-block puzzle, descend the stairs to B2 and save your progress at the Memory Circle. Push the blocks into the gaps at the end of the north, east and west paths to create bridges. Gather the treasure and the Sorcerer's Ring then proceed back up to B1.

5 West-Wing Treasure

Hidden treasure is common in Tales of Symphonia—you'll be rewarded for your diligence if you search every nook and cranny. You can find three treasure chests in the west wing of Martel Temple's main floor by taking the staircase marked B on the map.



6 On to the Oracle

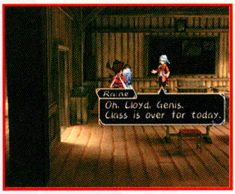
Once you have the Sorcerer's Ring, return to the first floor. A magically sealed door blocks the temple's altar, where the Oracle awaits Colette. Press X to fire the ring at the barrier—its magic will open the door.

THE SORCERER'S RING

The Sorcerer's Ring seems like nothing more than a holy artifact at first glance, but it possesses a variety of useful abilities. Call upon it to light torches and freeze approaching enemies, or change its function at magical terminals to solve puzzles. Freeze monsters only when you're in trouble, or your party won't grow in strength.

A1 ISELIA – GOODBYES ARE NEVER EASY

Lord Remiel—an angel Oracle and Colette's alleged father—will explain the Chosen's destiny to your group. After the meeting, talk with Kratos and Colette then return to Iselia. Colette's mission to regenerate the world's mana and remove the holy seals throughout the land is urgent, so she must set out the following day with Raine and Kratos as her companions. Visit the schoolhouse, Colette's home and Genis's home before you depart for Iselia Forest.



7 A Touching Moment Between Siblings

Raine will be taking one final look around the schoolhouse when you find her. Talk to her to trigger a sentimental goodbye sequence between her and her little brother, Genis. After the conversation, Genis will receive the title Brotherly Love.

8 A Gift from Phaidra

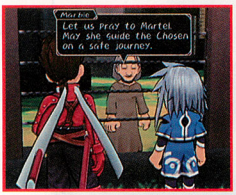
Phaidra, Kratos, Frank and Colette will be discussing the mission when you enter Colette's house. Phaidra will present you with the Collector's Book as thanks for helping at the temple. The Collector's Book records info on every item you find.

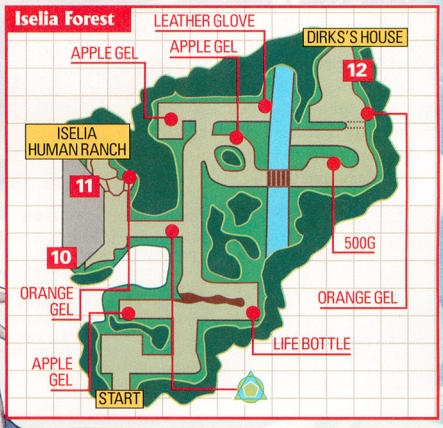
9 A Crash Course in Cooking

Genis is very knowledgeable in many areas, including cooking. Enter Genis's house and examine his cooking notes. You'll earn your first recipe—for tasty sandwiches—after you read the culinary tips.

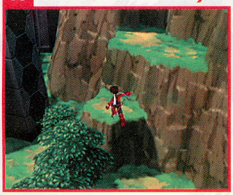
A3 ISELIA FOREST - THE HUMAN RANCH

Before you head home through Iselia Forest, stock up on Apple Gels and Magic Lenses at the Halo shop. Exit Iselia through the south gate; Genis and your pet, Noishe, will accompany you. Iselia Forest is home to a Human Ranch run by Desians—a place Iselia's mayor has forbidden anyone to go near.





10 The Desians' Dirty Deeds



Genis has been smuggling food to an elderly Human Ranch prisoner named Marble. Enter the ranch and talk with her—the guards will notice that she's not working and drag her away to be punished. Jump to higher ground to witness Marble's plight.

11 Distract the Desians

Lloyd devises a plan to save Marble—Genis will blast the soldiers while Lloyd creates a diversion. All goes well until Genis trips during his escape. Jump in and battle the soldiers to save him.

12 A Narrow Escape!

After you flee from the Desians, travel to the forest's north exit—don't forget to grab the treasure! Dirk, Lloyd's adoptive dwarven father, lives in a cottage on the other side of the Iselia Forest. On the world map, you'll encounter more enemies—a monster's size on the map is an indication of how large the mob is.

DIRK'S HOUSE - QUALITY FATHER-SON TIME

Dirk may be a gruff dwarven crafstman, but he's also a caring and protective father. When you request a Key Crest for Marble, a Human Ranch prisoner, he'll knock you upside the head for risking your life at the ranch. After the squabble, Colette will arrive and request that you meet her in Iselia the following day.

A Parting Gift

You'll wake up the next morning to some bad news—Colette has already left on her mission. You've got to catch up with her! Talk to Dirk before you leave for Iselia Village. He'll give you some items for your journey: two Apple Gels, a Life Bottle, 500 Gald and the Sylvarant Map.

A1 ISELIA - ATTACK OF THE DESIANS

The Human Ranch surveillance cameras caught Lloyd's assault on tape. His actions were a direct violation of the nonaggression treaty between the Desians and Iselia, so the Desians retaliated. When you arrive at Iselia, the entire town is ablaze. A group of Desians, led by Forcystus, has come to teach you a lesson. Save your game by the schoolhouse, and defeat the soldiers there to earn an Apple Gel and an Orange Gel. When you face the boss, remember to use a Magic Lens on it.

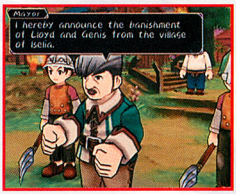
13 EXBELUA THE MUTANT

PARTY LEVEL: 7

Forcystus will sic a hideous monster on you—Exbelua. The abomination is none other than poor Marble. Dash in and strike with normal attacks and techniques. When she lunges at you, hold X to block. If you press X when an enemy hits you, you'll perform a backflip rather than being stunned.

EXILE FROM ISELIA

The mayor holds Lloyd and Genis responsible for the damage and casualties Iselia suffered, so he exiles them from the village. Lloyd will gain the title Drifting Swordsman. Cast out and alone, the pair travels south in search of Colette, Raine and Kratos.



A Vagabond's Advice

The traveler at the House of Salvation north of Triet will offer you insightful tips on Long-Range mode and Guidepost Stones. Long-Range mode creates a zoomed-out view of the world-map environment. It's useful when searching for a landmark, but you'll miss treasure (such as the EX Gem west of the House of Salvation).

Welcome Salvation

On your way to Triet, you'll find two places where you can stop to rest and save your progress. Nova's Caravan is a traveling service that is free of charge—its location changes. The House of Salvation is one of many Church of Martel sanctuaries you'll encounter throughout your travels. You can rest upstairs for 100G.

GUIDEPOST STONES AND LONG-RANGE MODE

You must locate the Guidepost Stone in an area before you can use Long-Range mode there. Press X while on the world map to go into Long-Range mode—you'll hop on Noishe's back. Guidepost Stones are often way out in the middle of nowhere, so they take some effort to find. Check the map on page 53 for the locations of the first three.

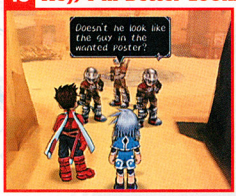
A4 TRIET – THE DESERT OASIS

Colette is somewhere in Triet, but so are the Desians—and they've put a price on your head. Visit the various shops and pay the fortune-teller 100G for clues about Colette's whereabouts. Rest and stock up, because you won't get far when you try to leave town.

14 Recycle Your Old Equipment

The man at the Vermilion Blades customization shop will ask you to bring him a Beast Hide. After you return from the Sylvarant Base, visit his shop and present him with the Beast Hide you found—he'll give you the Soft Leather and offer to customize your weapons and armor. Customization specialists like him can create unique weapons and armor for free from the items you bring them—hold on to your old equipment!

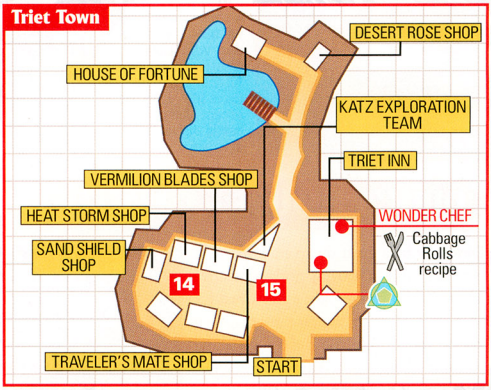
15 Hey, I'm Better Looking Than That!



The Desian soldiers have put up a Wanted poster near the inn—and the drawing looks remotely like Lloyd. Do what you need to around town before you try to leave: upgrade and stock up at the shops, save and rest at the inn, and talk to the fortune-teller at the north end of town. Examine the Wanted poster then try to leave town. Three guards will recognize Lloyd and take him prisoner.

KATZ EXPLORATION TEAM

The Katz Exploration Team is an organization you can hire in most towns. Are they cat people, or do they just have a thing for cat suits and saying "Meow"? We'll never know, but their services are infinitely useful. They can find Guidepost Monuments and point out any locations, treasure or monsters you've missed.



TRAVELER'S MATE SHOP	
APPLE GEL	100
HOLY BOTTLE	200
LIFE BOTTLE	300
MAGIC LENS	10
ORANGE GEL	200
PANACEA BOTTLE	150

HEAT STORM SHOP	
FINE STAR	800
FLYING DISK	880
KNIGHT'S SABER	800
LONG SWORD	790
ROD	800

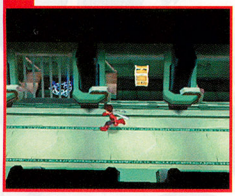
SAND SHIELD SHOP	
BERET	200
CAPE	100
GLOVES	100
LEATHER GLOVE	200
LEATHER GUARD	280
RIBBON	240
ROBE	600
SOFT LEATHER	480
WHITE CLOAK	800
WOODEN SHIELD	600

DESERT ROSE SHOP	
BARLEY RICE	60
BREAD	70
CABBAGE	60
MUSHROOM	60
ONION	60
PORK	120
RED SATAY	200

A5 THE SYLVARANT BASE - PRISONER OF THE ENEMY

The Desians are after Lloyd's unique Exsphere and will stop at nothing to get it. They imprison him, strip him of his equipment and sentence him to a public execution. Lloyd must escape before the Desians can exact their plans. Your escape won't be easy—the Sylvarant Base is swarming with guards and hostile machines.

16 Jailbreak!



Lloyd's life will be in serious danger if he doesn't get himself out of the Sylvarant Base. Press X to fire the Sorcerer's Ring at the guard, then grab your equipment and the Beast Hide from the treasure chests in the prison and save your game at the Memory Circle. Use Magic Lenses on the enemies in Sylvarant Base so they will appear in your Monster List later (see the tip at the bottom of the page).

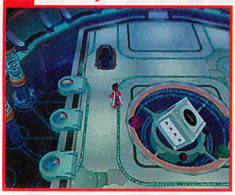
17 High-Tech Magic

The lock mechanisms in the Sylvarant Base are powered by strange magic. Change the Sorcerer's Ring function at the terminal then press X to fire at the Raybits. Freeze them when they pass over the floor pads to open the left door.

18 Vending-Machine Goodies

If you're running low on essential items, take a quick detour to the vending machine at point 18. It contains Apple Gels, Orange Gels, Panacea Bottles, Life Bottles and Magic Lenses—all for a reasonable price.

19 The Cycle-Lock Room

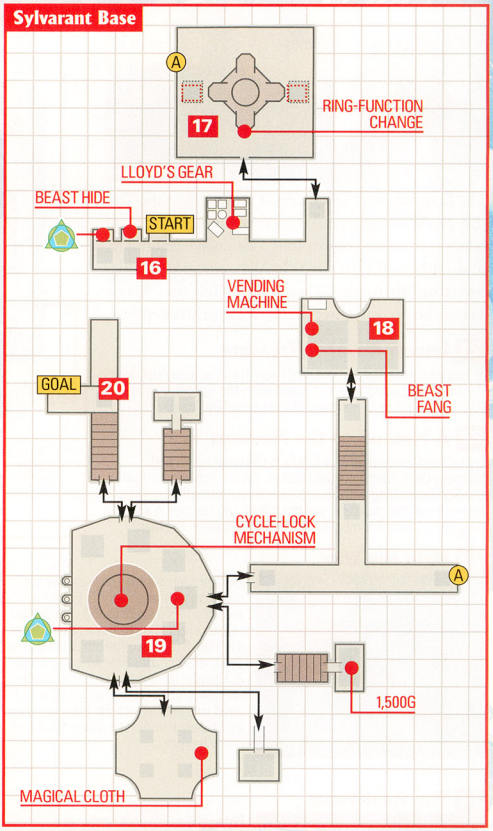


Defeat the soldiers on the way to the cycle-lock room—one will yield a Memory Gem. Use it to open the Memory Circle in the cycle-lock room, and save your progress. Stand on one of the three pads in front of the pillars—when you hit a pillar with the Sorcerer's Ring, the cycle lock will turn 180, 90 or 45 degrees. Align the orbs on the outer circle with the ones on the inner circle to open different doors.

20 RETURN OF LORD BOTTA

PARTY LEVEL: 9

When you enter the control room, you'll encounter a mysterious man who knows about Lloyd. Before he can tell you much, Lord Botta bursts in. Things look grim for you, but your friends will come to the rescue. Set your healers to perform ranged attacks and, of course, to heal. Block and jump when Lord Botta uses techniques and magic attacks.

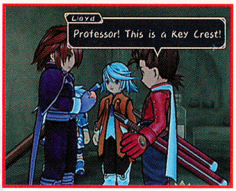


THE CYCLE-LOCK MECHANISM

Only four of the possible cycle-lock solutions are useful—the rest lead to empty rooms. Rotate the green orb to three o'clock to reach the 1,500G, the red orb to six o'clock to reach the Magical Cloth, the green orb to twelve o'clock to reach the control room (the goal), and the blue orb to three o'clock to reach the hall that leads to door A.

A4 TRIET - REGROUP AND RESUPPLY

After you escape from the Sylvarant Base, your party will return to Triet. Raine will show you a Key Crest she found—it's damaged, but Lloyd can repair it with the dwarven crafting techniques Dirk taught him. Talk with your party before you turn in for the night.



The Monster List

Raine will present you with the Monster List before you head to the Fire Temple. When you scan an enemy with a Magic Lens, its statistical data will be added to the Monster List. You'll have only one chance to gather info on some enemies, such as bosses. If you used Magic Lenses before you got the Monster List, those enemies will appear on the list automatically.

A6 TRIET RUINS – FIRE TEMPLE

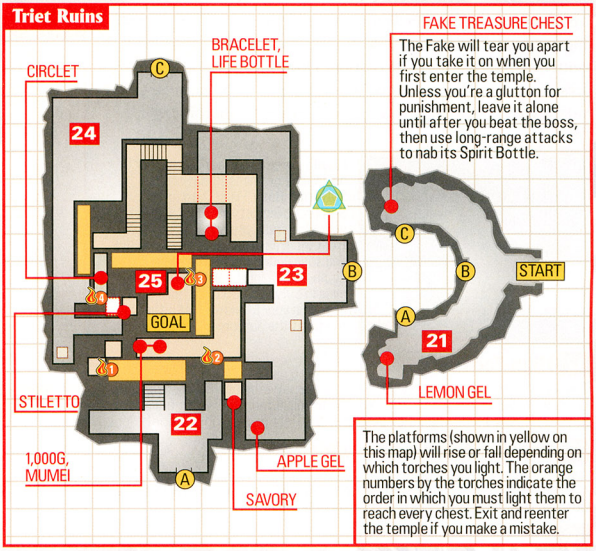
The first holy seal Colette must remove is in the Fire Temple. When you reach the Triet Ruins, Kratos will teach each of his companions a defensive technique, and Raine will earn the title Archaeological Mania. Stock up on Apple Gels, Orange Gels and Magic Lenses before you enter the fiery labyrinth's depths.

21 Lemon-Flavored Treasure

When you enter the temple, walk south to the area near door A. Shoot the buried treasure chest with the Sorcerer's Ring to clear the rubble, then collect the Lemon Gel inside.

22 A Method to the Madness

Enter the door marked A and defeat the enemies to find a Memory Gem, then light the torches. Each torch you light with the Sorcerer's Ring will move different platforms. If you want to gather all the treasure, you must light the torches in a specific order (circled numbers next to the flames on the map).



23 Light the Way

Exit through door A then reenter the main room through door B. Push the two stone blocks off the ledge shown in the screenshot to the left to create a bridge. Step onto the block bridge and use the Sorcerer's Ring to ignite torch 3. The platform that rises as a result will block off a torch that you don't need to light. Collect the treasure then exit through door B to return to the entry hallway.

24 The Final Torch

Enter the main room once more through door C. Defeat the enemies (remember to use your Magic Lenses!) to gather useful items, including Apple Gels and Panacea Bottles. Push the stone block at the bottom of the path into the gap near torch 4 so you can reach the nearby treasure chest. Light torch 4, check to make sure you grabbed all the treasure in the room, then walk up to point 25.

25 Prepare to Break the Fire Seal

Use the Memory Gem you found earlier to open the Memory Circle near the warp pad. Restore your party's HP and TP by cooking and using items. If you haven't already equipped the items you've found in the temple, do so—the extra attack and defense power will help. Go into the Strat menu and set Kratos and Raine to heal and Colette and Genis to use long-range attacks. Save your game then step onto the pad.

KTUGACH AND KTUGACHLINGS — PARTY LEVEL: 11

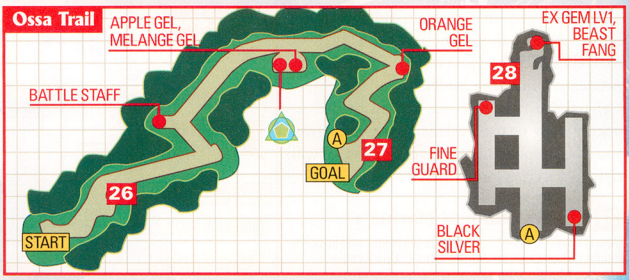
The Fire Seal will be lifted once you defeat the temple guardians. Ktugach and its two Ktugachlings are weak to water and ice magic, so make good use of Genis's Aqua Edge and Icicle techniques. Defeat the two Ktugachlings first—they have only 1,500 HP each—then focus on the Ktugach. Watch out for its Eruption attack; it does devastating damage.

COLETTE'S FIRST ANGELIC GIFT

As promised, when Colette breaks the Fire Seal, Lord Remiel appears and bestows her with angel wings—she also learns the Angel Feathers technique. Remiel explains that the next seal lies east across the sea. Colette will collapse when you exit the Fire Temple, so you'll camp there for the evening. Speak with everyone around the campfire; you'll return to Triet to rest and restock the next morning. Raine will earn the Sisterly Love title in Triet. Travel east from Triet to Ossa Trail—your next destination.

A7 OSSA TRAIL – STRIKE OF THE CLUMSY ASSASSIN

Ossa Trail lies between you and the tiny port town of Izoold, where you'll find a boat to take you to Palmacosta. Not all is well when you enter the trail. You're being followed by an assassin who is bent on putting an end to the Chosen's mission—and her life. When you exit Ossa Trail, you'll gain access to Unison Attacks.



26 Oops! She Did It Again

A female assassin is waiting for you at the trailhead. When she lunges at you, Colette will trip and fall onto a switch that operates a maintenance door. The assassin will fall into the passage and disappear—for a while.

27 THE CLUMSY ASSASSIN

PARTY LEVEL: 13

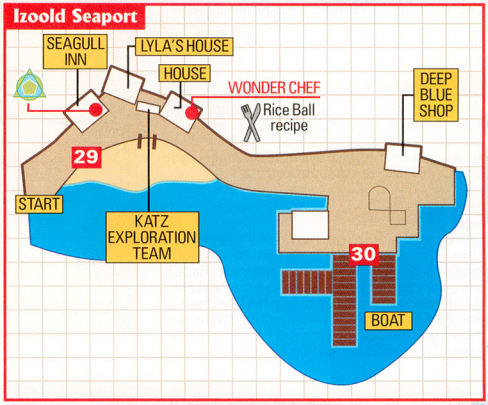
The assassin will catch up with you at the end of the trail. Take out her Wind Guardian first—it has 2,000 HP. Set Colette and Genis to attack at range. Watch out for your foe's swift combos and signature technique, Pyre Seal—it inflicts heavy damage and is nearly impossible to dodge. Send her packing with your mastery of techniques and combos.

28 The Abandoned Mine

Take a little detour before you exit the Ossa Trail—it'll be worth your while. The abandoned mine holds four untouched pieces of valuable treasure, one of which is a rare EX Gem Lv1. A skull sits near the treasure chest that contains the EX Gem. The skull looks like an enemy, but it won't attack. You can talk to and challenge it, but don't do so yet. Return when you're stronger (over level 20).

A8 IZOOLD – THE PEACEFUL FISHING PORT

Boats usually sail to and from Izoold on a daily basis, but a recent surge of monsters has made even the bravest sailors drop anchor. It'll take a little more than friendly persuasion to score a ride to Palmacosta, but where there's a stubborn will, there's a way.



29 Meet the Izoold Locals

Drop by the Seagull Inn to rest and save your game, then speak with the man outside—he'll tell you about a sailor named Aifread. After he reveals that Aifread has returned home, go to Lyla's house and speak with her. She'll dash off to the docks. Before you follow her, enter the neighboring house and examine the back-right corner to find the Wonder Chef—he'll teach you the Rice Ball recipe.

30 Seaward Bound

At the docks you'll witness Lyla trying to coax Max, the son of the head fisherman, into delivering a letter to Aifread for her. Even though he loves her, he'll refuse to grant her wish because of how dangerous sailing has become recently. Lyla will recruit you to deliver the letter instead—you won't have a choice. Reluctantly, Max will agree to take you to Palmacosta. Stop by the Deep Blue shop to stock up before you set sail.

EMOTIONAL BALLOON

Memorize which buttons control which emotional balloons, then mimic the Katz Exploration Team member. Get a perfect score to win the prizes below.

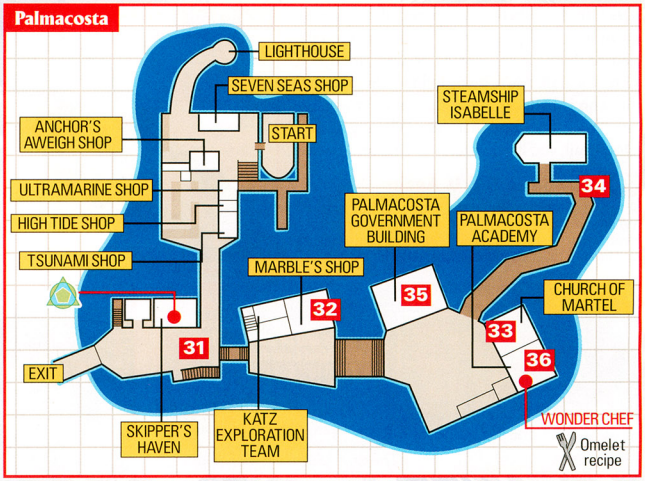
EASY	5 APPLE GELS
NORMAL	5 LIFE BOTTLES
HARD	5 LEMON GELS

DEEP BLUE SHOP

APPLE GEL	100
BARLEY RICE	60
COD	110
LIFE BOTTLE	300
OCTOPUS	70
ORANGE GEL	200
PANACEA BOTTLE	150
SEAWEED	20
SQUID	110

A9 PALMACOSTA – THE PORT CITY

The largest city in Sylvarant, Palmacosta, is home to many shops, the revered Church of Martel and the prestigious Palmacosta Academy. Under the leadership of Governor-General Dorr, Palmacosta has succeeded in openly resisting the Desians. When you arrive, you'll be swept up in a series of events that will change the city's future.



31 32 Squabble at Marble's

Colette will bump into a group of travelers and knock a Palma Potion out of a woman's hand. Buy a replacement at Marble's item shop, the only place in Palmacosta that currently has Palma Potions in stock. When you enter the shop, you'll witness two Desian soldiers harassing Chocolat and her mother Cacao, who is the shop owner and Marble's daughter. Return to the group in front of the Skipper's Haven and give them the potion—you'll overhear their destination and fishy plan.

33 An Honest Day's Work

Once you get the angry group Colette bumped into out of your hair, you'll be free to roam around Palmacosta. Visit the Church of Martel to talk to the pastor and Chocolat—she can earn extra money by working as a tour guide for the church.

34 I'll Get You . . . Next Time!

While you're examining the steamship Isabelle you'll catch a glimpse of a familiar face. The female assassin you met on Ossa Trail is there, but once again she'll merely threaten you and disappear in a puff of smoke.

35 Governor-General Dorr

After Governor-General Dorr talks to the boy in the town square, enter the Palmacosta Government Building. Earlier in the day, Dorr gave the Book of Regeneration—a detailed record of the world-regeneration mission—to a group of imposters.

36 Work for Those Titles

Colette and Genis can each earn a new title at the Palmacosta Academy. For Genis, agree to the student's intellectual challenge then study with Raine in the empty classroom by answering questions about your journey. Ace the exam to earn the title Honor Roll. For Colette, enter the academy café and agree to be a waitress. Correctly repeat and pass out customers' orders to earn the title Turbo Waitress.

SEVEN SEAS SHOP

BARLEY RICE	60
BEEF	140
BREAD	70
CHEESE	60
CHICKEN	120
COD	110
EGG	50
MILK	50
OCTOPUS	70
ONION	60
PANYAN	70
PASTA	80
PORK	120
RED SATAY	200
RICE	80
ROLL	70
SHRIMP	60
SNAPPER	120
SQUID	110
TUNA	100
WHITE SATAY	200

ANCHOR'S AWEIGH SHOP

DARK BOTTLE	200
HOLY BOTTLE	200
LIFE BOTTLE	300
MAGIC LENS	10
PANACEA BOTTLE	150

TSUNAMI SHOP

BATTLE STAFF	1,150
DUEL RING	1,140
DUEL STAR	1,180
RAPIER	1,300
STEEL SWORD	1,380

HIGH TIDE SHOP

BRACELET	400
CHAIN MAIL	960
CIRCLET	160
FEATHER ROBE	920
FINE GUARD	900
LEATHER BOOTS	600
LEATHER HELM	500
WHITE CLOAK	800

MARBLE'S SHOP

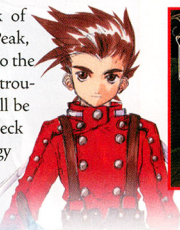
APPLE GEL	100
GUARD BOTTLE	1,000
HOLY BOTTLE	200
LIFE BOTTLE	300
MAGIC LENS	10
ORANGE GEL	200
PALMA POTION	1,000
PANACEA BOTTLE	150
POISON CHARM	4,000

ULTRAMARINE CUSTOMIZATION SHOP

The Ultramarine customization shop features one unique type of armor and four new weapons. Trade your old equipment and the materials you've found along your journey for the upgrades. You can also exchange your GRADE points for materials.

MAY MARTEL BE WITH YOU

The imposters who made off with the Book of Regeneration were on their way to Hakonesia Peak, northeast of Palmacosta. Your fate will lead you to the peak, but what you discover there is far more troubling than you were expecting. Your mission will be put on hold as you race to save innocent lives. Check out NP next month for part two of our strategy coverage—your quest has just begun!



TALES OF SYMPHONIA TRADING CARD SWEEPSTAKES

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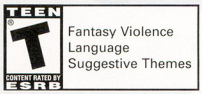
1,000 GRAND PRIZE WINNERS

Enter to win the second of three official Tales of Symphonia trading card sets. The cards feature gorgeous Tales character art created by the highly acclaimed Japanese artist Kosuke Fujishima, whose character designs have also appeared in the game Tales of Phantasia, the *Oh My Goddess!* anime series and more. The cards in this set highlight three of Tales of Symphonia's leading ladies: Sheena, Colette and Presea. Each heroine's background and personal statistics are on the back of her card. You can't buy these cards anywhere—they're a must-have collector's item for any Tales of Symphonia fan!

DON'T MISS OUT ON THESE LIMITED-EDITION TRADING CARDS—ENTER AT TALES.NAMCO.COM TODAY FOR A CHANCE TO WIN!



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Official Sweepstakes Rules

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Potential winners may be required to show proof of being the account holder. **3. Sweepstakes Period.** The Sweepstakes period is from July 20, 2004, 12:01 PM Pacific Time to August 19, 2004, 11:59 PM Pacific Time (the "Deadline"). All entries must be received by the Deadline to be eligible to win a prize. **4. Prizes.** Grand Prize: One thousand (1,000) Grand Prize winners will each receive a three-pak of collectible Tales of Symphonia cards. Approximate Retail Value of each Grand Prize (ARV): $3.95. Odds of winning a prize depend upon the total number of eligible entries received. Many will enter, a total of 1,000 entrants will win a prize. ALL FEDERAL, STATE AND LOCAL TAXES ASSOCIATED WITH THE RECEIPT OR USE OF ANY PRIZES ARE THE SOLE RESPONSIBILITY OF THE WINNER. If you are selected as the winner and you are under the legal age of majority in your state of residence (a "Minor"), one of your parents or guardians must submit a signed, written statement that they have read, understood and agree to the Sweepstakes rules on behalf of you and themselves. Any prizes won by a Minor will be awarded to the Minor's parent or legal guardian on the Minor's behalf. Prizes returned as undeliverable or otherwise not claimed within 10 days after delivery of notification will be forfeited and will not be awarded to an alternate winner. Prizes are not transferable. No substitutions or exchanges (including for cash) of any prizes will be permitted, except that Sponsor reserves the right to substitute a prize of equal or greater value for any prize. Limit one prize per household or address. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied, (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). **5. How to Enter.** To enter, complete the online entry form provided on http://tales.namco.com. Automated entries (including but not limited to entries submitted using any bot, script, macro or a promotion entry service), copies, and third party entries, are not permitted and will be disqualified. **6. Winner Selection.** Prize winners will be determined by a random drawing from all eligible entries, to be held on or about August 30, 2004, at Namco Hometek Inc., 2055 Junction Ave, San Jose, CA 95131. Winners will be notified by e-mail or postal mail on or about September 15, 2004. To claim a prize, winners should follow the instructions contained in their notification. **7. 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Winners List; Rules Request.** For a copy of the winners list, send an email to tales@namco.com between September 15, 2004, and November 15, 2005, with the subject line "Tales of Symphonia Set 2 of 3 Trading Card SWEEPSTAKES." To obtain a copy of these Official Rules, send a stamped, self-addressed business-size envelope to Sponsor at the address listed in item #12 below, Attn: Tales of Symphonia SWEEPSTAKES Rules Request. Residents of VT may omit return postage. **11. Miscellaneous.** The Sweepstakes and these Official Rules will be governed, construed and interpreted under the laws of the United States. Entrants agree to be bound by these Official Rules and by the decisions of Sponsor, which are final and binding in all respects. 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SECOND SIGHT

For John Vattic, the past, present and future are a mystery. When he wakes up from a six-month coma, his body is covered with scars and a strange number has been imprinted on his forearm. All John knows is that he's been accused of murder and that he has the power to do things with his mind that ordinary people could never imagine.

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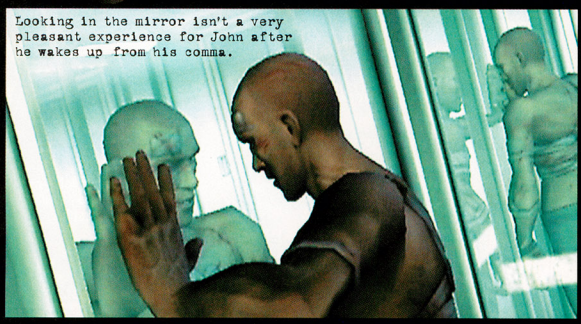
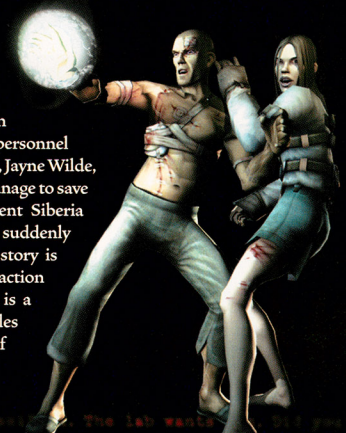
A Man Divided

Dr. John Vattic doesn't believe in psychic phenomena. Unfortunately for the good doctor, he's about to find out first-hand just how misguided that belief is. As an advisor to the Pentagon, he's assigned to a Special Forces unit in Siberia that is searching for a man suspected of conducting dangerous psychic research. But when the mission goes terribly wrong, John wakes up from a coma six months later in a high-security pyschiatric ward in the United States. He has no recollection of how he got there or why he's being detained. He soon discovers, however, that he possesses powerful psychic abilities. With his world crashing down around him, John must escape the facility and try to piece together what happened in Siberia.



In Codemasters's Second Sight (developed for GCN by Free Radical Design, the team behind the TimeSplitters series), you'll alternate between playing as John in the US and playing through his experiences in Siberia six months prior. That duality not only allows for some innovative game design (more on that in a bit), but it puts you in the same situation as your on-screen persona. You know only what he knows. As you fill in the gaps in John's splintered mind, both of you will slowly peel back the layers of the game's compelling plot. To make matters more intriguing, what you do in Siberia can change things in the US. For example, when you first hack into the ward's personnel files, one of your squad mates, Jayne Wilde, is listed as deceased. If you manage to save her life during the subsequent Siberia scene, however, her status will suddenly change to incarcerated. The story is unusually captivating for an action game. Adding to the appeal is a vibe reminiscent of The X-Files thanks to John's wry sense of humor and his evolving relationship with Ms. Wilde.



A Sharp Mind and a Steady Hand

Each of the two scenarios features a different approach to gameplay. Though the game gives you the freedom to tackle your objectives as you see fit, the stages in the US typically encourage stealth. To that end, you have quite a few moves in your repertoire. You can flatten against a wall and peek around the corner, hide inside lockers and use your Telekinesis on various objects to distract guards. It is possible just to run through a level and use your powers to hurl computer monitors at your would-be captors, but you run the risk of setting off an alarm and quickly finding yourself surrounded.

The Siberian episodes, on the other hand, tend to be more action-oriented affairs. Since John doesn't have (or isn't aware of) his psychic powers while in Siberia, you'll have to rely more heavily on firearms. Don't expect any run-and-gun shootouts, however. You'll have to stay behind cover and pick your shots carefully, or you'll get gunned down before you even know what hit you. John's weapon of choice is a sniper rifle, which the developers have implemented in a rather innovative way. Instead of filling the entire screen, your view through the scope is displayed in the lower-right corner so you can still see what's going on around you. You'll often fight alongside other members of your squad, and the group may suffer casualties if you don't keep an eye on it.

New gameplay elements (including the evolution of your psychic powers) are added throughout both scenarios to keep things fresh. When post-Siberia Vattic finally tracks down Jayne, for instance, you'll use your Charm ability to lead the frightened, mentally fragile woman to safety.

Psychic Abilities

Early on, post-Siberia Vattic discovers that he possesses five latent psychic abilities.

Telekinesis

With Telekinesis, you can interact with objects without physically touching them.

Healing

Healing allows psychic regeneration of bodily damage.

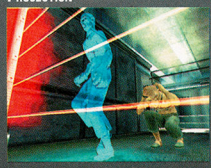
Psi Attack

The Psi Attack converts raw psychic energy into a devastating physical attack.

Charm

Charm enables you to implant thoughts in another person's mind, including making them unaware of your presence.

Projection

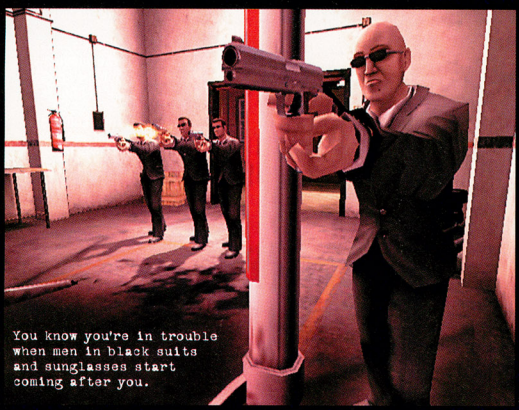


You can temporarily leave your physical body with Projection.

A Sight to Behold

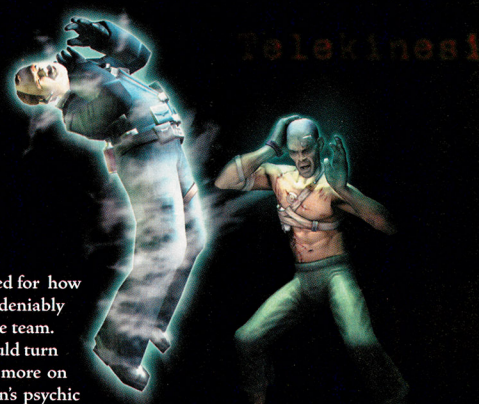
As impressive as Second Sight's gameplay is, the presentation is equally remarkable. It has a clean, stylized look that gives it the feel of a three-dimensional comic. The character's facial animations do a fantastic job of portraying emotions, and most of the voice work is spot-on. The game also sports a robust physics engine, shown off to great effect when you use John's Telekinesis to pick up objects in the environment or the Psi Attack to send your opponents flying. The developers are even promising to lock in the game at 60 frames per second—and from the looks of our preview version, they're already very close to achieving that goal.

When coupled with the game's arresting narrative, the visuals do an incredible job of making you feel attached to the characters. That bond grows particularly strong in the aforementioned sections that have you looking after Jayne. If you're anything like us, you'll be so eager to find out what happens next that you might have a hard time putting down the Controller.



TOTALLY RADICAL

Before forming Free Radical Design, David Doak and other members of the Second Sight development team worked on some of Rare's greatest hits, including GoldenEye 007 for the Nintendo 64. The company is also working on TimeSplitters: Future Perfect (to be published by Electronic Arts) for release in 2005.



Looking Forward

Second Sight kind of came out of nowhere, so we weren't quite prepared for how good it's shaping up to be. The group at Free Radical Design is undeniably talented, but this game represents something of a new direction for the team. It proves they can do more than first-person shooters, and the game could turn out to be a new high-water mark for the company. We'll have much more on Second Sight in the months to come. Join us for a closer look at John's psychic abilities in next month's issue.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

RIVER CITY RANSOM EX—PAGE 68

This month we've got stacks of cards (of both the Collector's and Sacred variety), as well as a dragon boogie bash, a couple of hard-nosed brawlers named Fuzzy and Wuzzy, and some extra weapons that you can use to bludgeon opposing soccer players. Welcome to the strange, wonderful world of Classified Information. Come for the codes, stay for the dancing bandicoot.

BOMBERMAN GBA
CRASH BANDICOOT PURPLE: RIPTO'S REVENGE GBA
FREESTYLE STREET SOCCER GCN
HARRY POTTER AND THE PRISONER OF AZKABAN GCN
RIVER CITY RANSOM EX GBA
SPYRO ORANGE: THE CORTEX CONSPIRACY GBA
YU-GI-OH!: THE SACRED CARDS GBA

HARRY POTTER AND THE PRISONER OF AZKABAN — GCN

GET DECKED

STRATEGY

FILL THE FOLIO UNIVERSITAS WITH EVERY COLLECTOR'S CARD IN THE GAME.

The hidden Collector's Cards in Harry Potter and the Prisoner of Azkaban are good for more than poker. Each time you complete a set of five, you'll earn extra house points, stamina or other goodies. Note that you'll receive the fifth card in each set automatically when you find the other four.

SET ONE: WITCHES

Morgan Le Fay: During the Glacius spellbook challenge, Hermione will enter a room where you push a block of ice across a square-shaped pattern on the floor. The card is in a chest on the far platform.

Queen Maeve: Search for a chest at the end of the Dungeon Corridor, next to an iron gate. It's on the opposite side of the Potions classroom.

Ignatia Wildsmith: After you get the Glacius spell, use it to create a bridge to the circular platform, then look for a chest in the shadows.

Beatrix Bloxam: Enter the Defense Against the Dark Arts classroom and climb the small staircase at the rear. The card is inside a chest at the top of the stairs.

Gunhilda of Gorsemoor: Obtained automatically.

SET TWO: WIZARDS

Merlin: The second time Harry climbs a rope during the Carpe Retractum spellbook challenge, you'll see a chest in a small nook. It's behind a gate that you must open to continue the challenge.

Glanmore Peakes: During the Carpe Retractum spellbook challenge, you'll encounter a huge room with a broken circular staircase and two main platforms. The card is in a chest on the second platform.

Herpo the Foul: Ron can move a bookcase in the Fourth Floor Study Area and reveal a secret passage. Enter the passage and defeat all the fairies on the far side of the gap, then use Carpe Retractum to cross the gap.

Edgar Stroulger: The card is located in the same room as the Glanmore Peakes card. It's in a chest on the lower platform.

Albus Dumbledore: Obtained automatically.

SET THREE: VAMPIRES

Lady Carmilla Sanguina: When Hermione learns the Glacius spell, use it to freeze the fireplace in the Gryffindor Common Room.

Amarillo Lestoat: Same trick as before, different room. Use Glacius to freeze the fireplace in the Fourth Floor Study Area.

Sir Herbert Varney: When Malfoy traps Harry and Ron in the dungeons, you'll use the owl, Hedwig, to call for help. When you reach the spot where you summon the bird, turn around and look for a pair of chests.

Blodwyn Bludd: Use Ron's Lumos Duo spell to infuse the crystal ball in the Fourth Floor Corridor with light. Doing so will trip a switch and open a secret door between two paintings.

Count Vlad Drakul: Obtained automatically.

SET FOUR: GOBLINS

Eargit the Ugly: You can purchase the card in Fred and George's shop, located on the sixth floor, for 100 Bertie Bott's Every Flavor Beans.

Alguff the Awful: Go to the Sixth Floor Corridor and cast Glacius on the puddle of water near the door. Once it turns into a block of ice, push it against the fossil display and climb up to find a chest.

Ug the Unreliable: Cast Glacius on the middle toilet on the left-hand side of Fred and George's shop to make a card fly out.

Urg the Unclean: Have Hermione cast Reparo on the first toilet on the right-hand side of Fred and George's shop.

Gringott: Obtained automatically.

SET FIVE: HAGS

Babayaga: Have Hermione cast Draconifors on the dragon statue in the Gunhilda of Gorsemoor Corridor (on the third floor). It will burn a tapestry that covers the Defense Against the Dark Arts Storeroom—where you can find the card in a chest.

Malodora Grymm: Have Hermione purchase the Snuffifors spell from George and Ron, then cast it on a flying book in the Sixth Floor Corridor. The book will turn into a mouse and run into a hole, dislodging the card.

Leticia Somnolens: Cast Snuffifors on a flying book in the Fourth Floor Study Area to dislodge a card from the mouse hole.

Old Mother Hubbard: Go to the secret area behind Fred and George's shop. Have Harry and Ron lift a gate, then sneak under it with Hermione and push a switch to lower a bridge. Walk to the large, golden spike where you got the Marauder's Map and have each character stand on a switch, then use Carpe Retractum to snag the floating card.

Cordelia Misericordia: Obtained automatically.

SET SIX: GIANTS

Bran the Bloodthirsty: Use Ron to find a discolored wall in the Glanmore Peakes's Corridor on the sixth floor. When you push the wall, you'll reveal a chest with the card inside.

Cyclops: You can buy the card in Fred and George's shop for 100 Bertie Bott's Every Flavor Beans after you purchase the Eargit the Ugly card.

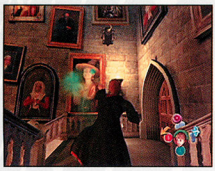
Goliath: Use Reparo on the broken vase in Glanmore Peakes's Corridor. When you do, the lock will fall off a nearby chest which contains the much-sought card.

Morholt: After you enter the Defense Against the Dark Arts Storeroom, leave through the far door. You'll emerge next to a small gap. Use Carpe Retractum to cross the gap and reach the chest.

Hengist of Upper Barnton: Obtained automatically.

SET SEVEN: DRAGONS

Common Welsh Green Dragon: When Ron buys Stink Pellets from Fred and George's shop, they will challenge him to a minigame in which he must shoot the pellets into 20 containers hidden around Hogwarts. Fred and George will give you the card when you hit five containers.



Hebridean Black Dragon: Fred and George will give you the card when you hit 10 Stink Pellet containers.

Hungarian Horntail Dragon: Fred and George will give you the card when you hit 15 Stink Pellet containers.

Romanian Longhorn Dragon: Fred and George will give you the card when you hit 20 Stink Pellet containers.

Norwegian Ridgeback Dragon: Obtained automatically.

SET EIGHT: BEASTS

Imp: Use Dracifors to burn a tapestry in the Third Floor Corridor and reveal a door. The new passage is a shortcut between floors three and two, and contains a floating card in the middle of a small slope. You'll need to snag the card as you run down the incline.

Doxy: Use Dracifors to burn a tapestry in the Fourth Floor Study Room and reveal a secret passage. You'll see a chest when you enter the passage.

Bowtruckle: Run through the Defense Against the Dark Arts Storeroom and exit through the far door. As soon as you emerge, turn right and look for a chest.

Billywig: At the end of day six, Ron, Hermione and Harry must sneak back to their beds through the previously inaccessible North Wing. As you slip by the troll guards, look for a chest in the corner of the hallway between the second and third troll patrols.

Gnome: Obtained automatically.

SET NINE: CLASSICAL BEASTS

Giant Squid: When you enter the Fourth Floor Corridor, look for a chest sitting in the open. That seems too easy, but we promise it's not a trap.

Manticore: Have Ron search the trunk at the foot of his bed to find the card.

Unicorn: When you search for ingredients for Professor Snape's Potions class, you can explore the outside of Hogwarts. Look for a small staircase between the main building and the boathouse, then go down the stairs to find a chest. It's easier to start from the boathouse and work backward.

Mountain Troll: After you move the cauldron in the first part of the Glacius spellbook challenge, a gate will rise. Just behind the gate is a chest with the card inside.

Phoenix: Obtained automatically.

SET TEN: QUIDDITCH

Cyprian Youdle: Have Harry search the trunk at the foot of his bed to find the card.

Joscelind Wadcock: Defeat Peeves at the end of your first day to get the card.

Leopoldina Smethwyck: During the Marauder's Map challenge you'll find yourself in a hallway with two large stone blocks. Use Ron to search out a secret room at the far end of the hall that contains a chest.

Roderick Plumpton: During the Marauder's Map challenge, you'll enter a room with a beam of light and multiple large mirrors. Hop onto a platform in the corner of the room and look for a chest; the card is inside.

Barberus Bragge: Obtained automatically.

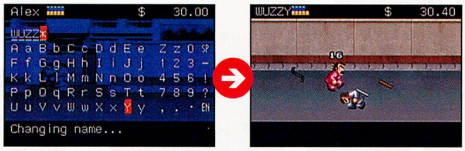
RIVER CITY RANSOM EX — GBA

▼ FUZZY'S FISTS OF FURY — CODES

CREATE THE ULTIMATE BRAWLER AND TAKE CHARGE OF RIVER CITY.

If you're having trouble in River City, you can change your character's name in the status menu to unlock all sorts of power-ups. Rename your brawler more than once to receive multiple upgrades (you'll have access to only one set of techniques at a time, however). The custom items allow you to add a new character to the roster, alter your current fighter's appearance and upgrade his move set. Note that all names are case-sensitive.

NAME	RESULT
PLAYA	EARN $999,999.99
DAMAX	MAX OUT ALL ATTRIBUTES
XTRA0	UNLOCK A CUSTOM CHARACTER ITEM
XTRA1	UNLOCK A CUSTOM SELF ITEM
XTRA2	UNLOCK A CUSTOM MOVE ITEM
WAZZA	UNLOCK BOOMERANG, CHARGE IT, BAT FANG, FLYING KICK, SPEED DROP, BOMB BLOW, KILLER KICK, BIKE KICK, SLAM PUNK, DRAGON KNEE, GOD FIST AND HYPERGUARD TECHNIQUES
FUZZY	UNLOCK MACH PUNCH, DRAGON KICK, ACRO CIRCUS, GRAND SLAM, JAVELIN MAN, SLICK TRICK, NITRO PORT, TWIN KICK, DEADLY SHOT, TOP SPIN, HELICOPTER AND TORPEDO TECHNIQUES
WUZZY	UNLOCK SLAP HAPPY, PULPER, HEADBUTT, KICKSTAND, BIG BANG, WHEEL THROW, GLIDE CHOP, HEAD BOMB, CHAIN CHUMP, JET KICK, SHURIKEN AND FLIP THROW TECHNIQUES
BEAR	UNLOCK PHOENIX WING, INLINES, SPRINGLINES, ROCKETEERS, AIR MERC'S, NARCISHOES, MAGIC PANTS, PANDORA BOX, SKATERZ AND CUSTOM FIT TECHNIQUES
ERAZE	CLEAR ALL SAVE DATA



Wuzzy got picked on quite a bit as a kid until he discovered that nothing shuts up a would-be antagonist like a good ol'-fashioned headbutt.

With that kind of cash, you should be able to buy and sell River City. Or at least pay off the ransom.

BOMBERMAN (CLASSIC NES SERIES) — GBA

▼ THE ORIGINAL DEMOLITION MAN — PASSWORDS

SKIP TO ANY STAGE IN THE GAME.

Like most of the games in the Classic NES Series, Bomberman is pretty tough. Fortunately, you can fast-forward to any stage in the game by using the exhaustive list of passwords below. Simply choose the Continue option at the title screen and input the password at the Secret Code entry prompt.

PASSWORD	RESULT
NMIHPPBPCAFHABDPCPCH	STAGE 01
MNDJOJFJDHLCGKKIHIHG	STAGE 02
BAJDINANMJGGCPOOLOLG	STAGE 03
DJOLBGLGKGJAHIEMNMNN	STAGE 04
NMKGDDONMHLCGKKGKGKJ	STAGE 05
ABGKKBPHILHFLOPCPCPC	STAGE 06
FEBABGLEFLHFLOPCPCPA	STAGE 07
HIFEMIIABJGGCPOBABAN	STAGE 08
NMEFPHCMNJGGCPOBABAF	STAGE 09
JDGKKBPHILHFLOPGKGKL	STAGE 10
HIPCOHCMNLHFLOPEFEFG	STAGE 11
ABJDIFJKGGJAHIEPCPCN	STAGE 12
JDBABANOLJGGCPODJDJF	STAGE 13
ABNMKNAIHFAJNMMKGKGF	STAGE 14
ABIHPGLEFCNNJDBEFEFN	STAGE 15
ABABEMKJDAFHABDCPPCN	STAGE 16
JDDJOIIOLCNNJDBABOLH	STAGE 17
JDNMKLGHILHFLOPGKEFH	STAGE 18
DJABEKMPCFAJNMMOLFEL	STAGE 19
FEGKKJFNMAFHABDABOLN	STAGE 20
NMKGDDOIHJGGCPONMIHN	STAGE 21
NMCPIIIOLFAJNMMGKEFF	STAGE 22
NMPCOHCDJJGGCPOLOBAH	STAGE 23
NMGKKBPJDJGGCPOBAHIA	STAGE 24
JDPCONAOLCNNJDBKGCPA	STAGE 25
OLMNDNAOLAFHABDOLFEC	STAGE 26
MNGKKNAFELHFLOPPCGKL	STAGE 27
MNEFPJFABGJAHIEPCGKJ	STAGE 28
IHJDIKMEFNCLFEINMIHF	STAGE 29
IHDJOIIKGLHFLOPMNJDA	STAGE 30
IHNMKBPDJNCLFEIKGCPC	STAGE 31
IHIHPBPCPNCBOLIHIJDH	STAGE 32
BAHIMFJDJGJOBAECPGKH	STAGE 33
MNDJOODJDHLPPCKBAMNA	STAGE 34
IHFEMANABJGBOLOHIJDH	STAGE 35
BADJOIIIHAFDDJDIHOLA	STAGE 36
DJFEMPBPCGJKEFEEFBAC	STAGE 37
DJKGDIIIHJGBOLOABFEH	STAGE 38
DJCPIODFECNOBABABFEN	STAGE 39
IHEFPPBGKFAIMNMOLKGJ	STAGE 40
IHLOEHCMNNCMIHIIHOLJ	STAGE 41
DJFEPHCMNJGBOLOABFEH	STAGE 42
MNGKKIIOLGJKEFEKGPCJ	STAGE 43
BAPCOMKDJJGBOLODJIHJ	STAGE 44
OLNMKDOIHFAIMNMGKLOF	STAGE 45
OLIHPMKNMFAIMNMABFEH	STAGE 46
OLABEMKNMCNOBABPCEFL	STAGE 47
OLOLBFJGKGJKEFEFEPCL	STAGE 48
OLFEMFJGKLHPPCPLOMNL	STAGE 49
NMABEKMKGNCLFEIIHFEL	STAGE 50

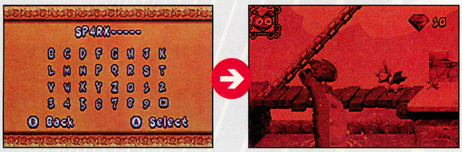
SPYRO ORANGE: THE CORTEX CONSPIRACY — GBA

▼ DRAGON DREAMS — CODES

SCORE FREE GEMS AND CELEBRATE THE COLOR ORANGE.

To access the code-entry screen, press the L and R Buttons at the mode-select menu. A confirmation message will appear after you input a code correctly. The first code listed below may be entered only once per save slot. The second will transform all enemies in the game into sheep, the third will turn Spyro orange and the fourth will turn the entire game orange. You can also unlock a dancing minigame called Crash Party USA by holding L and R while you boot up the cartridge.

CODE	RESULT
V1S10NS	EARN 100 FREE GEMS
SH33P	ACTIVATE SHEEP MODE
SPYR0	ACTIVATE ORANGE SPYRO MODE
SP4RX	ACTIVATE ORANGE MODE



If you were colorblind and could see only the color orange (or perhaps if you were the victim of food poisoning), this might be what video games would look like.

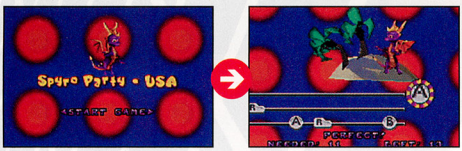
CRASH BANDICOOT PURPLE: RIPTO'S RAMPAGE — GBA

▼ BANDICOOT BONUSES — CODES

UNLOCK A SPYRO MINI-GAME AND GARNER FREE WUMPA FRUITS.

The codes in Crash Purple work the same way as those in Spyro Orange—call up the code-entry screen by pressing L and R at the mode-select menu. As with Spyro's gems, you're restricted to one batch of free Wumpa Fruits per save slot. You can unlock Spyro Party USA either by inputting the code listed below or by pressing L and R while you turn on the game. Tragically, we have yet to discover a code that turns everything purple.

CODE	RESULT
CR4SH	EARN 100 FREE WUMPA FRUITS
SW1NGS3T	UNLOCK SPYRO PARTY USA



Spyro Party USA plays exactly the same as Crash Party USA, but the dragon's dance moves aren't nearly as hypnotizing as the bandicoot's.

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

YU-GI-OH!: THE SACRED CARDS — GBA

▼ COLLECT 'EM ALL (PART 2) — PASSWORDS

COMPLETE YOUR SACRED CARD COLLECTION.

Approach the password terminal in the card shop and input one of the eight-digit codes listed below to add the corresponding card to the shop's inventory. You'll still have to purchase any cards that you unlock, and your Duelist Level must be high enough to add them to your deck.

PASSWORD	CARD
68846917	ROCK ORGRE GROTTO #1
15303296	RYU-KISHIN
66602787	SAGGI THE DARK CLOWN
26202165	SANGAN
66516792	SERPENT NIGHT DRAGON
40575313	SHADOW SPECTER
32274490	SKULL SERVANT
70781052	SUMMONED SKULL
40453765	SWAMP BATTLEGUARD
13069066	SWORD ARM OF DRAGON
29491031	THE SNAKE HAIR
06285791	THE WICKED WORM BEAST
71625222	TIME WIZARD
80813021	TORIKE
39111158	TRI-HORNED DRAGON
94119974	TWO-HEADED KING REX
72842870	TYHONE
87796900	WINGED DRAGON, GUARDIAN OF THE FORTRESS #1
57405307	WINGED DRAGON, GUARDIAN OF THE FORTRESS #2
49417509	WOLF
31339260	ZOMBIE WARRIOR

FREESTYLE STREET SOCCER — GCN

▼ MEAN STREETS — CODES

KICK YOUR OPPONENTS TO THE CURB WITH MAD SKILLS AND EXTRA WEAPONS.

Wanna dominate the streets without putting in the practice? Bring up the Extras menu from the title screen, then choose the Secrets option and key in the following codes. If you enter them correctly, the results will flash across the bottom of the screen.

CODE	RESULT
SPEEDY01	INFINITE TURBO
MAX SKILL	MAX SKILLS
E06J3CT5	ADDITIONAL ENVIRONMENTAL OBJECTS

With the help of these codes, you'll be just like Pelé, only less rich and famous. And you'll be playing in some run-down parking lot rather than a 150,000-seat soccer stadium.

EA SPORTS PUMPS UP THE COLLEGE-FOOTBALL FAITHFUL WITH HOME-FIELD ADVANTAGE, INSANE FAN ANTICS AND GRITTY GRIDIRON ACTION.

EA SPORTS™ NCAA® FOOTBALL 2005

CLASS OF 2005

NCAA Football 2005 is pigskin perfection for your GCN. Everything from the running game to the Dynasty mode has been improved from last year's offering, and the inclusion of home-field advantage delivers the kind of alumni madness you'll see on any campus on a given Saturday. After running through the new stuff, we'll take you to school with top tips from EA Tiburon.

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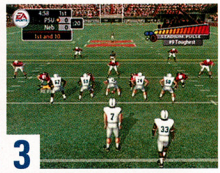
EVERYONE E CONTENT RATED BY ESRB

IT'S A NEW SEASON

For the first time ever in the NCAA franchise, the twelfth man becomes a factor, capable of giving the home team a real advantage. Bone-crushing big hits, better run protection, extended coaching functions, new trophies and other improved features add to the fun for 2005.

1

2



3

4

5

1 New Teams

New Division 1AA teams from the Southland and Ohio Valley conferences and 2003 All-American and National Champions squads are included.

2 Deeper Dynasty Mode

As the coach, you'll monitor your program's integrity and risk of incurring violations, build a pipeline to recruit top high-school players in a state or region, and gain or lose transfer students.

3 Home-Field Advantage

With 80,000-plus rabid fans screaming and stomping in your house, you'll feel the stadium shake and watch your foes sweat.

4 Toughest Places to Play

The stadiums and fans of winning teams are reputed to strike terror into the hearts of visitors.

5 Player Composure Meter

Every player has a Composure rating that will be tested by fired-up crowds during away games. Players with high Composure can handle the heat, but players saddled with low Composure will crumble under the pressure.

6 Custom Celebrations

Alumni pride is manifested in fight songs, custom signs, dancing mascots and unique celebrations like the Gator Chomp.

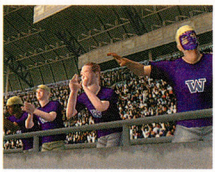
6

THE TWELFTH PLAYER

THERE'S NO PLACE LIKE HOME

Creating mismatches and icing nervous opponents can give you a huge advantage, and your home fans can help. When you're doing well in the game, and during critical downs, the fans will go nuts. For opposing players with low Composure, the crowd pressure can be too great and they'll perform poorly—that's your home-field advantage.

Pump Up the Crowd



Use the Z and B Buttons to rouse your fans to a fever pitch. When the Stadium Pulse Meter is maxed out, you'll feel the Controller rumble and see the screen shake. The visiting team may not even be able to call audibles at such times. Players with low Composure are most affected by the crowd's presence.

Player Matchups

After you select a play but prior to the snap, use the C Stick to see how your players compare to the opposing team's. By matching good, composed players against bad, easily rattled players, you can exploit mismatches and make big plays.

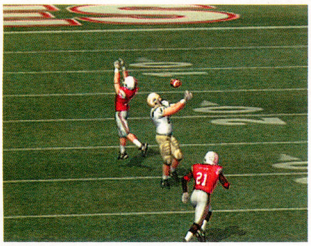
Extra Coaching

During time-outs and at halftime, you can coach one of your squads and improve its performance. Choose the lowest-rated squad. The squad's rating will increase and its performance will improve on its next play.

IN THE LION'S DEN

The tables will be turned when you visit a rival team's stadium. The home-field advantage will impact your players if you allow the game to get out of hand. But if you perform well and play smart, you can take the crowd out of the game.

A Strong Start



Don't give the crowd anything to cheer about. Moving the ball on offense, scoring, making big hits on defense and getting takeaways will keep the roaring mob at bay. The better you play, the quieter the crowd will become.

Take Your Time

If you fall behind, use your time-outs strategically to cool off the crowd and interrupt the home team's momentum. During time-outs, coach one of your squads. You can also rattle a low-Composure player on a critical down by calling time-out.

CHALLENGES

Complete Campus Challenges during the game to earn credits so you can buy pennants, which improve your team or unlock cool features. We've listed some of the challenges below, and you can check out some sample pennants on the next page.

Level-One Challenges

Kick a 40-plus-yard field goal
Punt the ball 50-plus yards
Hold opponent under seven points
Score 21 points in a game
Make one reception by three different players
Throw two TD passes with one player
Gain 200 yards of total offense
Break a 20-yard run
Complete five consecutive passes
Complete a 30-yard pass
Allow no incomplete passes all game
Allow no offensive fumbles all game
Throw no interceptions all game
Allow no sacks all game
Recover a fumble on defense
Intercept a pass on defense
Sack the opposing QB
Record four tackles with one player
Have a 30-yard kick return average for one player
Hold opponent under 150 total offensive yards

Level-Two Challenges

Average 30-yard punt returns for one player
Score 42 points in a game
Defeat opponent by 28 points
Average 10-plus-yard rushes for one player
Gain 100 receiving yards with one player
Catch two TD passes with one player
Average 20-yard receptions for one player
Score three rushing TDs with one player
Throw for 300 yards with one player
Throw four TD passes with one player
Complete 80% of your passes
Complete eight consecutive passes
Commit no penalties in a game
Record two sacks with one player
Force three turnovers in one game on defense
Record five tackles with two different players
Hold opponent under 125 total offensive yards
Punt the ball out of bounds inside the five-yard line
Gain 75 rushing and 75 receiving yards with one player
Gain 100 rushing yards with one player

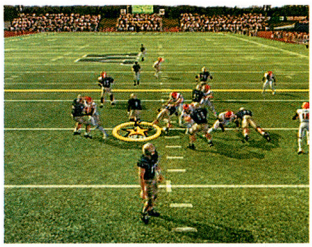
OFFENSIVE STRATEGIES

Standard football strategies will help you win games, but in NCAA Football 2005, winning isn't everything. You'll also want to meet Campus Challenges to earn pennants. The tips below will help you achieve your lofty goals.

Passing Acquaintance

Completing consecutive passes and long passes will satisfy the requirements for several Campus Challenges. Use the Match-Up Stick to pit your best receiver against your opponent's worst defender. As you hammer repeatedly on the hapless defender, his Composure will sink even lower than it was originally.

Running into Trouble



Breaking free for a lengthy ramble isn't easy, but if you use your strongest runner and some mean jukes, spins, hurdles, sprints and stiff-arms to avoid tacklers, you'll go far.

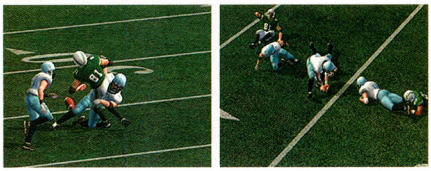
A Wind to the Wise

Besides mastering the punting and kicking controls, your best bet for booting long distances (over 40 yards) is to have the wind at your back.

DEFENSIVE STRATEGIES

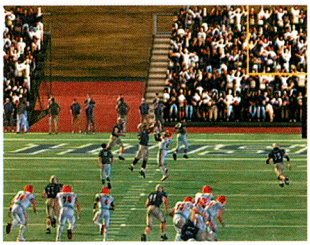
You'll earn Campus Challenge points with defensive exploits by forcing turnovers, recording sacks, intercepting passes and holding the opponent to a certain number of yards. Familiarize yourself with the Controller functions to master special moves.

Big Hits for Big Turnovers



NCAA's new Big Hit option is the perfect way to knock the ball loose and force a turnover. When your defender is about to tackle the ball carrier, use the C Stick to activate the Big Hit. The ball carrier will be more likely to fumble, giving you a chance to recover the ball.

Grand Theft Football



Snatch an interception whenever possible. If your defender is near the receiver (or near the QB when the pass is thrown), hit the Y Button to intercept.

The Sack Race

Nothing is more demoralizing to an opponent than suffering sacks. On long-yardage downs, choose a blitz from your playbook so your defenders are rushing the line. Press the A Button to switch between players until you find one that's not being blocked. Sprint to the QB using the X Button and flatten him.

Penalty-Free Zone

Some penalties are beyond your control, but many are the result of boneheaded moves, such as tackling the QB after he's made his throw, jumping over the line before the snap or simply running out of time to get the play off. If you play a clean game, you'll pass a Campus Challenge.

Some pennants will give you abilities that you can use during a game to your advantage. Others unlock classic teams or mascots, or they may boost specific teams. Below is a sample of the hundreds of available pennants.

#113 Notre Dame

The Fighting Irish will receive a professional ratings boost when the pennant is played.

#219 QB Rocket

The Nike Dri-FIT One Mesh Sleeveless Top increases your quarterback's passing range for one game.

#227 What a Hit

Pennant #227 increases your opponent's chances of getting injured.

#244 Motor City Bowl

Unlock the Motor City Bowl stadium for use in Play Now mode.

#283 AN-LSU

An historic Tiger's team will be unlocked for use in Play Now mode.

#325 GT Mascot

Unlock Georgia Tech's Buzz the Hornet mascot team for use in Play Now mode.

TIBURON'S TOP TIPS

Rod Moye produced NCAA Football 2005 for EA Sports and has played the game until his thumbs turned blue. The upshot of all that dedication is that Rod knows a thing or two about winning strategies for the game, and he agreed to share his top tips with Nintendo Power's fanatical football-loving fan base. Thanks for the power tips, Rod.

ROD'S POWER TIP #1

If you have a workhorse running back, give him the ball early and often to wear down the defense. It's a lot easier to protect a lead when you can grind out the clock in the fourth quarter.

ROD'S POWER TIP #2

If you're the away team, pay attention to the composure of your QB and WRs if you need to call a Hot Route. The chances of getting your team to hear an audible in a hostile stadium are slim, but you might be able to get a high-Composure receiver to hear a Hot Route if he has [maintained] high Composure and you call the Hot Route more than once.

ROD'S POWER TIP #3

If your opponent has strong receivers, use the Big Hit feature to shorten their arms by nailing them whenever they make a catch. Most [players] are conditioned to go for the pick or the swat, but constantly hitting receivers during the game will make them drop passes later on.

ROD'S POWER TIP #4

If you [as the visiting team] break away from the defense and are headed into the end zone unchallenged, high-stepping will cause the home fans to boo and will help demoralize the home team.

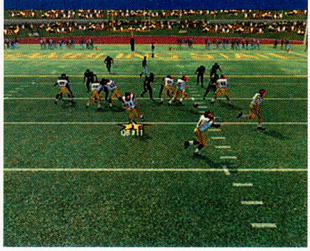
ROD'S POWER TIP #5

Be sure to get your Dynasty team's stadium into the top 25 toughest places to play in the nation. By winning on your home turf, the stadium will get a crowd-factor boost. Since the crowd can make the visiting team's life real tough, this becomes extremely important.

ROD'S POWER TIP #6

If your opponent is lining up to kick a game-winning field goal, take a time-out to "ice" their kicker. If his Composure is low, his overall rating will decrease, which might cause him to miss the kick. Be careful, though—high Composure kickers might just get better.

ROD'S POWER TIP #7



If your QB is struggling, forget about the deep game. Get him back into a groove with short passes and easy throws so he can get back into a rhythm.

ROD'S POWER TIP #8

While on defense, remember to utilize the Strip Ball feature. This can really get the crowd into the game if you're the home team, or take them out if you're the away team. If you have the ball carrier squared up, attempting to strip the ball could result in a big play for your defense. Use it wisely, though; facemask penalties are sometimes called, which could give your opponent a first down.

ROD'S POWER TIP #9

The Stadium Pulse is another key factor. If the stadium is rockin', this meter will show it. The object is to get the Stadium Pulse Meter maxed out. Repeatedly press on the Stadium Pulse button to really get the Stadium Pulse going. The faster the better. When the Stadium Pulse gets maxed out, the visiting team will become rattled and confused. From there the effects of home-field advantage are in full force.

EXTRA CREDIT

Sometimes the ball just seems to bounce in the right direction, but is it luck or something else at work? It might be one of the NCAA pennants, some of which boost a team attribute or let you be a flat-out cheater on the field. They can be used only once, so save them for a close or particularly important game.

Put the Pennant to Work

To activate a pennant, pause the game and select Campus Challenges. Choose either Team Boosts or Game Cheats, then pick the pennant you'd like to activate. In the case of the Wind at Your Back pennant, you'll increase your chance to boot a field goal from 50 yards or farther.

THE HONOR ROLL

Thanks to Rod Moye and the rest of the NCAA Football 2005 development team, you can experience the full impact of college football on your GCN. Boasting amazing depth, precise player controls, stunning realism, superior sound and graphics and more college spirit than Fort Lauderdale at spring break, this year's NCAA definitely earns a place on our all-time football honor roll.

Def Jam FIGHT FOR NY™

EA SPORTS BIG'S GOT NEXT. THE SLAMMIN' VENDETTA SEQUEL PUTS HIP-HOP'S STARS IN A BEATDOWN BATTLE FOR THE STREETS.

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Hip-Hop HoDown

Bigger and bolder than Def Jam Vendetta, Fight for NY—due in September for the GCN—ditches pure grappling in favor of five fighting styles, digs into hip-hop culture and expands the fighter lineup from Vendetta's dozen Def Jam stars to 40 well-known artists and actors. Among the bruisers are holdovers Method Man, Redman and Ludacris, and new recruits Snoop Dogg, Busta Rhymes and Ice-T. Actor Omar Epps, who played a boxer in *Against the Ropes*, weighs in for the battle, as does Danny Trejo, the gritty-voiced film veteran of *Heat*, *Once Upon a Time in Mexico*, *Con Air* and the *Spy Kids* movies.

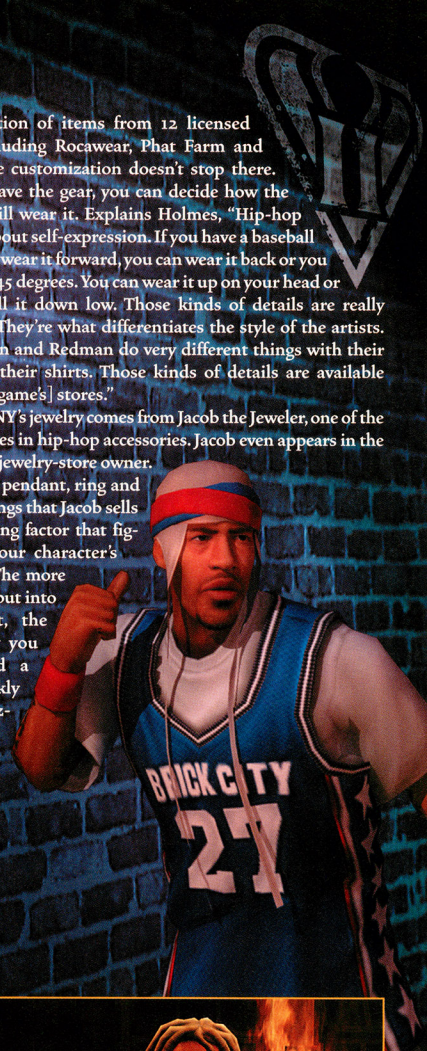
"When we came up with our dream cast list, our goal was to have 20 [recognizable] people in the game," said EA producer Josh Holmes during an NP-exclusive game demo. "As we started to show our concept video to the artists in the hip-hop community… everyone wanted to be involved." Since Vendetta, the level of involvement has increased for each artist, too. At a minimum, they read 10 pages of trash talk and taunts for their matches. They also offered expert input on their characters' attitudes, costumes and moves. "For this year's game," says Holmes, "we really focused on delivering the most authentic hip-hop experience possible."

Build a Beat Master

Feedback from Vendetta's players showed Holmes and his team that fans were itching for character customization. "It was something that we wanted to do in the original game, but we were adamant about doing it right," remarks the producer. "This time, we've got a really strong concept." The feature is heavily integrated into the game's story. When D-Mob, the leader of the street fighting syndicate, is hauled off to jail at the beginning of the game, the player's character helps spring the boss from police custody. The interface that allows you to shape the character's look is a police artist's sketch pad as presented to a witness to the crime. You select the character's height and weight, head shape, nose, ears, eyes, skin tone and voice quality. From that point forward, the character will appear as you designed him in fights and 20 minutes of in-game cinematics.

You'll also select a fighting style for the brawler, along with his clothes, jewelry, hairstyle and tattoos. As the game progresses, you'll earn Development Points, which you can spend on new street-fighting skills, and money, which goes toward the acquisition of items from 12 licensed brands, including Rocawear, Phat Farm and Reebok. The customization doesn't stop there. Once you have the gear, you can decide how the character will wear it. Explains Holmes, "Hip-hop fashion is about self-expression. If you have a baseball cap, you can wear it forward, you can wear it back or you can tilt it at 45 degrees. You can wear it up on your head or you can pull it down low. Those kinds of details are really important. They're what differentiates the style of the artists. Method Man and Redman do very different things with their jeans, with their shirts. Those kinds of details are available within the [game's] stores."

Fight for NY's jewelry comes from Jacob the Jeweler, one of the biggest names in hip-hop accessories. Jacob even appears in the game as the jewelry-store owner. Each watch, pendant, ring and pair of earrings that Jacob sells carries a Bling factor that figures into your character's Charisma. The more money you put into your outfit, the more likely you are to end a match quickly with a Blazing move.



As the Turf War Turns

"When you're dealing with a world where all the main characters are played by hip-hop stars, our challenge was how to make this believable. That's where the supporting fiction comes into play," explains Holmes. "We worked closely with Def Jam and with the artists. Method Man was instrumental in offering a lot of feedback with the plot and its progression." The story is three times as long as that of Vendetta, encompassing 90 battles. The plot concerns a turf war between two crews: D-Mob's band and a gang led by Snoop Dogg's character, Crow. Three story acts are each separated into three parts of their own. By successfully completing battles and making other achievements, you can earn up to 40 trophies for your crib. You can also unlock characters, locations and match types for Battle mode.

If you prefer not to follow the plot, you can unlock the same features in Battle mode itself. By winning multiplayer matches, you earn points, which you can spend as you please—expand your roster or the number of available fighting venues.

It's All About Style

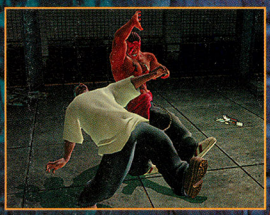
Unlike Vendetta, Fight for NY offers a fistful of fighting styles. In addition to wrestling, players will see street fighting, kickboxing, martial arts and submissions. Fighters of a similar style can have different approaches to their discipline. Martial artist Lil' Flip, for example, subscribes to the Capoeira school while Public Enemy's Flava Flav follows the Drunken Master vein and breakdancer Crazy Legs brings handstands, drops, flips and a little bit of the Robot to the mix. What members of the same style have in common is their KO strategy. When a fighter has his opponent on the ropes, he must end the battle with a style-defined signature. "This is a departure from other fighting games," says Holmes. "We made a decision to force you to cap it off with a finishing move." A martial-arts expert launches himself off a part of the environment then kicks back toward his opponent to send the distressed fighter to the mat. A street fighter lands a haymaker, and a wrestler uses power moves.

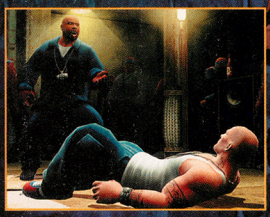
Name the Place

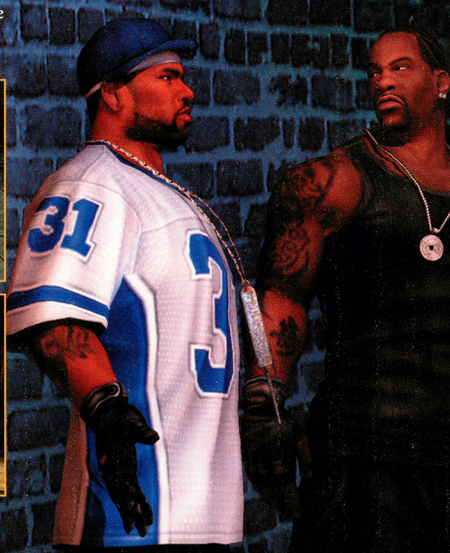
The game's 22 venues bring more to gameplay than just a change of scenery. The environments are fully interactive, and each offers elements that fighters can use during a match. "If you push your opponent into the crowd," explains Holmes, "they push him back. If you knock him into the crowd, they'll hold him and get involved in the fight." Crowd members hand weapons to participants. Weapons are also strewn about the environment. At the construction site, for instance, fighters pick up shovels, hammers and planks. In the roadhouse they pick up pool cues. A lead pipe sits atop a soda machine in the subway station. By slamming your opponent into the machine, you can cause the pipe to fall, then use it to pummel your opponent. In other levels, the environment itself is the greatest weapon: in a burning house, the goal is to toss your opponent into the flames. In Crow's high-rise office, the object is to heave your adversary out of a window. A battle in a parking garage pits you against your opponent's SUV.

Everybody's All In

The fighting engines for both Vendetta and Fight for NY were created by the fighting-game experts at Japanese developer AKI. Says Holmes, "AKI likes to have a game experience that's extremely well balanced, but is also a lot of fun. They've catered to hard-core fans a lot, so they always try to put in a lot of depth." The producers and designers at EA made sure that the game was accessible for players who are not fighting-game aficionados. "We've taken significant strides in simplifying the controls and making a game that allows people to just get in and have fun." Believe it or not, the Super Smash Bros. games have been a big influence for the Fight for NY team. Of the Nintendo franchise and the Def Jam sequel, Holmes confesses, "They're really different thematically but, just from pure gameplay inspiration, there's so much we were able to learn from [Super Smash Bros.]. . . . The fighting [is] basic enough that anyone could pick it up . . . and there are so many things you can do when you're playing in different environments. It changes the gameplay dramatically. All of the designers on this team are big fans."







Scratches and Scrapes

Fight for NY wouldn't do justice to its Def Jam moniker without a beat-heavy soundtrack. Holmes estimates that 30 to 40 songs will make it into the game. "We want the soundtrack to mirror the emotional path of the story." The battle in the parking garage against Busta Rhymes is set to feature Rhymes's fighting-themed "Call the Ambulance." Other songs that are slated for the soundtrack are the L.L. Cool J hit "Mama Said Knock You Out," Redman's "Let's Get Dirty" and "Take a Load Off" by Bubba Sparxxx.

Although the game's fashion and beats are heavily entrenched in the world of hip-hop, Holmes contends that even those who are not passionate about B-boy style will enjoy the game. "The way that we've crafted different gameplay elements, there's enough for anybody, regardless of whether you're a hip-hop fan or not. The characters and their fighting styles are unique and appealing. Of course, if you're a hip-hop fan, it's like a dream proposition."

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SOLID STORYTELLING

Fans of Solid Snake have a treat in store this month with our six-page excerpt from IDW Publishing's Metal Gear Solid comic book. The first issue—coming this September to newsstands and comic book shops—is based on Metal Gear Solid: The Twin Snakes for Nintendo GameCube. IDW and Konami worked closely to create an authentic MGS experience. Hideo Kojima, the creator of the franchise, has approved every word and image. We think you'll approve, too.

This comic is based on a Mature rated product.

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RIPPP!

ALMOST TOO EASY, BUT I'VE GOT A FEELING THINGS ARE ABOUT TO GET TRICKIER...

I'M IN FRONT OF THE DISPOSAL FACILITY
NAOMI HERE, SNAKE. HOW'S THE SUIT WORKING OUT?
IF IT WASN'T FOR YOUR SUIT AND THAT SHOT, I WOULD'VE TURNED INTO A POPSICLE OUT HERE.
ALL OF THE GENOME SOLDIERS IN THIS EXERCISE ARE USING THE ANTI-FREEZING PEPTIDE.
BY THE WAY, HOW'S THE DIVERSIONARY OPERATION GOING?
TWO F-16S JUST TOOK OFF FROM GALENA AND ARE HEADED YOUR WAY. THE TERRORISTS' RADAR SHOULD HAVE ALREADY PICKED THEM UP.

"A HIND-D? COLONEL, WHAT'S A RUSSIAN GUNSHIP DOING HERE?"
I HAVE NO IDEA, BUT IT LOOKS LIKE OUR LITTLE DIVERSION GOT THEIR ATTENTION.

NOW'S YOUR BEST CHANCE TO SLIP IN UNNOTICED. THERE ARE ONLY 18 HOURS LEFT UNTIL THEIR DEADLINE. YOU'VE GOT TO HURRY!
WOW... HE MUST BE CRAZY TO FLY A HIND IN THAT KIND OF WEATHER.
WHO'S THAT?
SORRY, THAT'S MEI LING. SHE DESIGNED YOUR CODEC AS WELL AS YOUR SOLITON RADAR SYSTEM.
USE THE SOLITON TO AVOID THE GUARDS, BUT BE CAREFUL: THE GENOME SOLDIERS HAVE HIGHLY DEVELOPED SENSES OF HEARING AND VISION.
THE DARPA CHIEF WAS INJECTED WITH THE SAME GRS TRANSMITTING NANOMACHINES AS YOU. HE SHOULD APPEAR ON YOUR RADAR AS A GREEN DOT.

IF YOU WANT TO GET IN, AVOID THE FRONT DOOR. THERE'S TOO MUCH RISK OF BEING SPOTTED. WHAT ABOUT THE AIR DUCT?
ONE SENTRY ON THE LEFT AND ONE ON THE RIGHT... THEY'RE ARMED WITH "FIVE FIVE SIXERS" AND PINEAPPLES.
I'LL LET YOU DECIDE THE BEST COURSE OF ACTION. I'M COUNTING ON YOU, SNAKE.
LOOKS CLEAR...

GEAR UP

To see more of Snake's most-storied adventure, including his legendary confrontations with members of FOXHOUND, be sure to check out the first volume of IDW Publishing's Metal Gear Solid comic book on newsstands this September.

EPIC CENTER

Namco gave us a beautiful three-minute trailer for Baten Kaitos, and we're sharing it with you! You can expect plenty of coverage of the game in the coming months, so keep your eyes glued to Epic. Well, not actually glued. That would hurt.

EPIC PREVIEW

We've broken down the amazing Baten Kaitos trailer shot-by-shot to figure out the game's secrets. To see the full trailer in motion, go to www.nintendo.com and search for Baten Kaitos.

BATEN KAITOS®
バテン・カイトス 終わらない翼と失われた海

There is a creaking in the background—like you're on a ship. The book's title is *Baiten Kaitos*.

A woman begins to speak, telling of a time before people lived in the sky.

The book opens, showing a terrible war against a dark god that ends with the land's destruction.

In addition to donning a great hat, this character is flying in a nice-looking craft.

The world of Baten Kaitos takes place on a series of floating islands.

This is the lead character, Kalas. He has one real wing and one mechanical one.

During the voice-over, the narrator speaks of forbidden objects that should not be touched. Kalas's response is, "Who cares?!"

Perhaps the most beautiful shot in history. Kalas's mechanical wing doesn't seem to slow him down one bit.

Xelha, another lead character, holds a strange necklace in her hand.

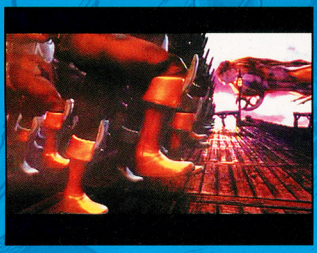
Xelha is being pursued by a legion of troops. To escape, she climbs up a wall and flies away.

Check out the detail! The owner of this orb is a dark-haired woman reading a scroll.

She speaks of the god of destruction, probably the same one that was fought so many years ago.

We're pretty sure he's a bad guy. You can tell by his oily voice and shifty eyes.

This ship is filled with soldiers. They wear the same uniform as those who chased Xelha.

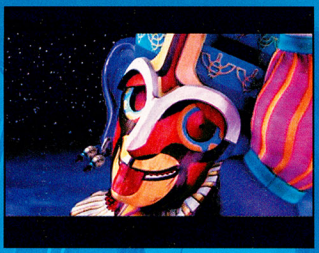


Soldiers marching in lockstep is always a bad sign.

The girl hangs onto her dad, Gibari, for dear life.

Gibari isn't pleased to see the soldiers.

This man, Lyude says that it's "unthinkable to act against the empire." Note the soldiers behind him.



Mizuti is a spellcaster. He speaks in a bizarre, warbling voice and wears a wooden mask.

This woman, Savyna, spins around when you hear a door open. Friend or foe?

Yeah, this guy is definitely evil. He's giving orders to a group of soldiers, telling them to finish off someone who will "inflict catastrophe against the empire."

Kalas, Xelha and someone else on a boat are being menaced by a sea creature. But if the game takes place in the sky . . . where is the ocean?

During this scene, the narrator says, "Let us trust the young who hold the spirits within them."

The first shot of a card! Notice that Xelha has some kind of creature on her shoulder.

Just before this huge drill attacks, Gibari pushes the other two characters out of the way.

Tragedy has struck Kalas.

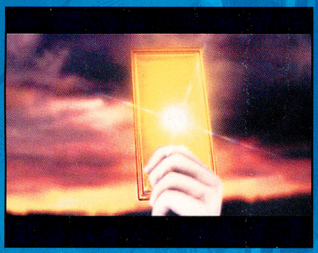
The god of destruction?

We knew he was a spellcaster. Sweet!

A little moonlight stroll for Kalas and Xelha. Perhaps it's love?

The woman says, "Gibari! No dead weight!" To which he responds, "No way!"

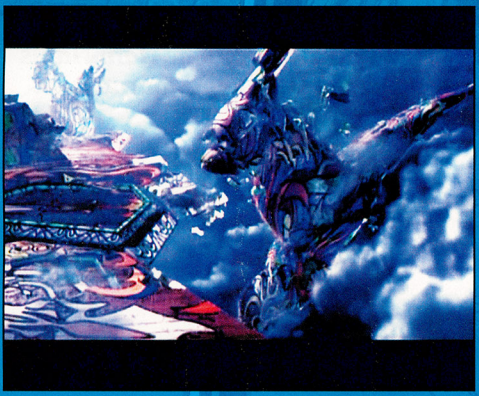
That's one big sword, and Kalas is about to swing it like a pro.



A card in action. Moments later, it is turned into a shower of sparks and color.

Mizuti's mask is cracking and light is pouring out! We hope that's a good thing . . . poor fellow.

"Awaken, god of the past!" says the guy we knew was evil.

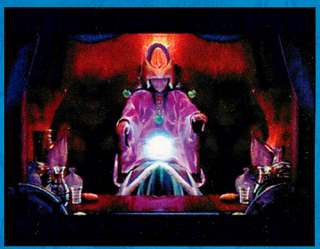


Huge pieces of this structure are breaking off and tumbling into space.

Is Kalas getting a new pair of wings? Or just an upgrade to the old ones?

The main characters flash by while the narrator says, "Now, be what you want to be."

The ocean seems to play a large part in the game's plot.



Final words of wisdom from the old one, and we're done. Go online to see it all!

HAMTARO HAM-HAM GAMES™

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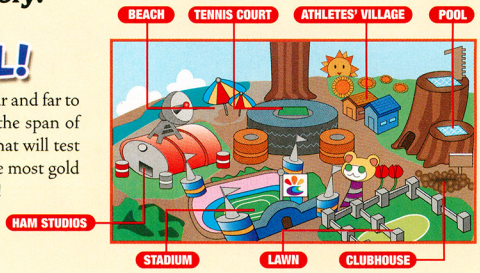
This month the Ham-Hams are back for more pint-sized fun on the GBA. Meet dozens of new Ham-Hams as you participate in the biggest athletic tournament in Ham-Ham history!

COME ONE AND ALL!

Prince Bo of Rainbow Land has invited Ham-Hams from near and far to participate in the first annual Ham-Ham Games Tournament. Over the span of seven days, four Ham-Ham teams will compete in 15 athletic events that will test the Ham-Hams' reflexes, endurance and teamwork. The team with the most gold medals by the end of the tournament will be the winner. Do your best!



HAM-TASTIC FUN

Before and after each athletic event you have free time to explore each area, meet new friends and have fun. If you watch Ham TV, you can use your sunflower seeds to buy costumes from the Ham Shopping Network. Check the Schedule for TV-show times. Link up Ham-Ham Games Game Paks with your friends and trade your Player Cards to collect lots of Friends Cards, too!

Every Ham-Ham Loves Seeds

You'll win sunflower seeds by completing events, but you can also find lots of the tasty treats in each area—search everywhere!

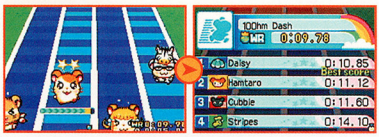
Your Player Card and Costumes

Customize your Player Card and swap it with your friends! When you find costumes in the game, try them on and take your picture—it'll change your Player Card photo.

DAY 1

The four Ham-Ham teams make their debut during the opening ceremonies on Day 1, then dive right into the games with the 100hm (ham-meter) Dash. Always practice before each event to get a feel for the controls.

100hm Dash

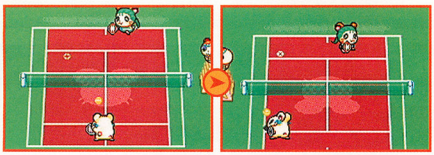


Timing is everything for the 100hm Dash. Boost your speed by tapping A when the white bar reaches the meter's red area.

DAY 2

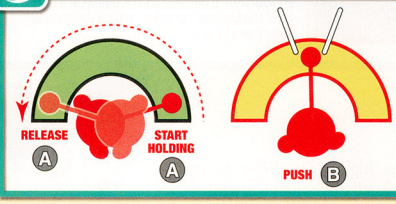
With the dawn of Day 2, the Ham-Ham Games are in full swing. Every day from Day 2 through Day 6 will feature three events. You can check the daily schedule by pressing Start when you're in one of the eight different areas (see the world map).

Tennis (Preliminaries)



Use the Control Pad to hit the ball to hard-to-reach spots on the court. Practice makes perfect—well-timed lobs, smashes and serves will give you the edge.

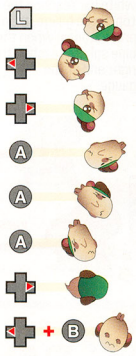
Hammer Throw



Swing and toss a hammer three times—only your top score will be used. Hold A when the hammer passes over the green gauge to build momentum. You can swing the hammer as many as seven times, but if you don't release it during the seventh rotation you'll get a foul!

Diving

Ham-Hams really dislike water, so their pool is filled with fluffy clouds instead. In the diving event, press the correct button quickly as Cappy performs his dive. The button sequence you must press will be random, but it will look something like the one to the right. For each properly executed move, Cappy will perform another part of his dive sequence. The last two-button move is the most important! Don't fall behind in the sequence or you'll miss the last move and lose points.



Don't lose your cool if you don't perform all the dive moves perfectly—if you nail the final two-button trick you can still earn a winning score.

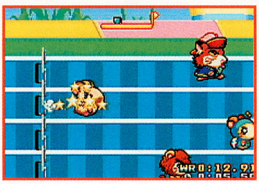
DAY 3

On Day 3 you'll participate in one of the first team events—Beach Volleyball. In team events you control only one team member at a time. When two Ham-Hams must work together, you control one and the game controls the other.

Beach Volleyball

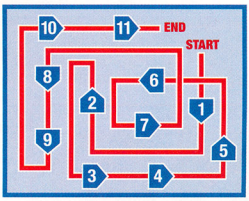
Your opponents will consistently hit the ball into the area on the bottom of your game screen (along the boundary line). Jump and spike the ball often!

Hurdles



Press B to jump when Boss approaches a hurdle. As soon as he clears it, press A to land and start running again. If you knock over a hurdle, you'll lose speed.

Bird-Back Riding



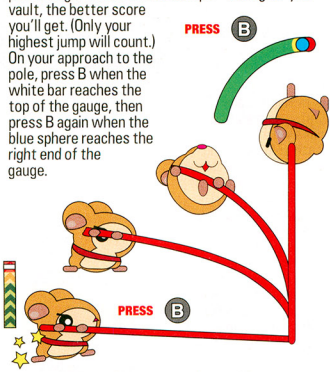
Gauge your speed and hop over the walls at the locations shown above. Tap A to speed up and B to slow down.

DAY 4

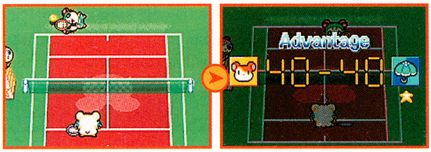
Pole Vault and Carrot Pull are two events that have preset world-record scores—if you can beat an event's world record, your score will become the new world record. Your great accomplishment will even be featured on Ham TV!

Pole Vault

Pole-vaulting is all about speed and timing. If you build enough momentum and time your vault just right, you'll soar over the pole with ease. Set the pole's height before each attempt—the higher you vault, the better score you'll get. (Only your highest jump will count.) On your approach to the pole, press B when the white bar reaches the top of the gauge, then press B again when the blue sphere reaches the right end of the gauge.



Tennis (Finals)



If you won the tennis preliminaries, you've got a shot at the gold! If not, you'll be playing for the bronze in the third-place match.

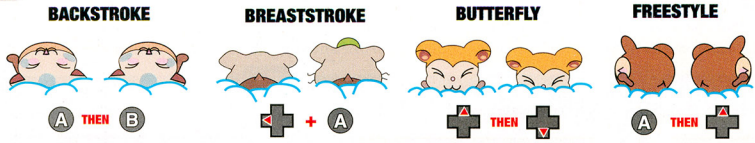
Carrot Pull

Carrot-pulling takes precise timing. Watch Hamtaro for cues: when his mouth is wide open, tap A to give the carrot a yank. When you perform a perfect carrot pull, you'll harvest the biggest carrots—which weigh in at 30hg (ham-grams).

DAY 5

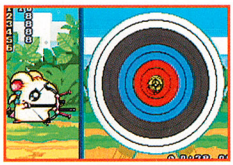
How's your stash of sunflower seeds looking? It's Day 5 already, so if you're feeling confident try raising an event's difficulty setting—the higher the difficulty, the more seeds you'll earn when you win.

Swimming



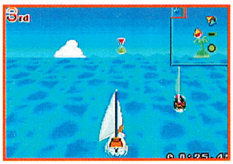
The swimming event is a relay race with four Ham-Hams on each team. Use each character's swimming style to complete his or her leg of the race. Tap the buttons in time with the meter's movement.

Archery



Fire six arrows at the target. Guide the crosshairs with the Control Pad (they move around while you try to aim) then press A to fire. You'll have 40 seconds to complete each shot. If you run out of time you'll receive zero points, so just shoot if your time is almost gone. Your final score is the sum of your six scores.

Sailing



Use the L and R Buttons to maneuver your sailboat through the water. Watch the map in the upper-right corner of your screen—your next destination will always appear in red. You must make sure a marker is on your left when you pass it, or it won't count!

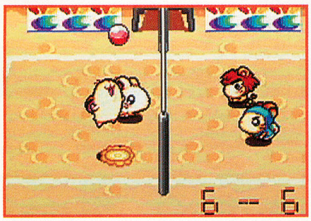
DAY 6

Day 6 is the last day with three events, two of which require teamwork. Tomorrow is the awards ceremony, so give it your all and strive to win more gold medals. Will your team take home the tournament flag? It's still anyone's Ham-Ham Game!

Triple Jump

Tap A when you dash over the A symbols to gain momentum, then press and hold B at the white line to jump. When you land, release B just before the meter turns red.

Beach Volleyball (Finals)



The winner of the Beach Volleyball Finals will walk away with the gold medal. That's your chance to score one more for your team. If you didn't make it to the finals, you'll be competing for the bronze medal instead. As with the preliminaries, the first team to score seven points wins. Use the same strategy as before—stay on your toes and spike the ball into your opponents' court often.

Synchronized Swimming

Sisters Pashmina and Penelope take to the pool for synchronized swimming. Listen to the music and press A when the symbols close. Press B when the white circle reaches the top of the star meter. The chart below displays each move's pattern.

1. A A A A A B
2. A B
3. A B
4. A B
5. A A A A A
6. A A A B A A A
7. A A A A A A A A
8. A A A A A
9. A B
10. A A A A A A A A B
11. A A A A A A A A B
12. A A A A A A A A B A A A

DAY 7

Day 7 marks the end of the Ham-Ham Games, but there's one event left before the awards ceremony. Chances are you know your probability of winning, so relax and have fun!

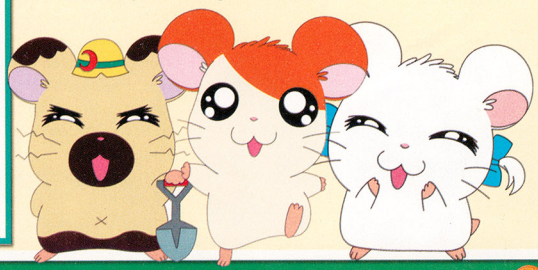
Marathon

Listen to the music and press the A Button to the beat as Hamtaro and the other participants run a marathon through each area. When you stop for a water break, the music's beat will change. (See the chart on the right for the patterns.)

BEAT ONE	A A A
BEAT TWO	A A A A
BEAT THREE	A A A A
BEAT FOUR	A A A A A
BEAT FIVE	A A A A A

PLAY TO WIN!

After you finish the first Ham-Ham Games Tournament, you'll unlock Free-Play mode, which allows you to play each event whenever you want. You'll also receive the Hamigo Card File—a special book that lets you store Hamigo Cards. Play through Ham-Ham Games again to collect all the cards and to see what your friends have been up to since last year's tournament. Try to beat your top scores and earn even more gold medals—and sunflower seeds—than you did the previous year!

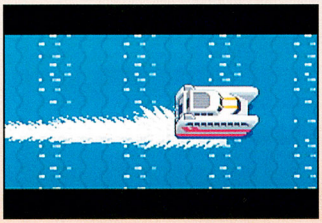


Pokécenter

This month, we'll expand your horizons with a truly shocking revelation about Pokémon FireRed and LeafGreen—plus reveal why Hoenn's Castform kicks butt!

WHAT? YOUR PAK IS EVOLVING!

You can easily start a turf war by insisting that a particular region of the Pokémon world is the best. Many seasoned vets insist that Kanto, the area originally explored in Pokémon Red and Blue, was the best ever—even though it debuted on the Game Boy's pixelated black-and-white landscape. The Sept. 9th releases of Pokémon FireRed and LeafGreen, which return to Kanto, will establish Kanto as the winner hands down. But it's not only because of the graphic, sound and gameplay quality possible with Game Boy Advance power or even the series's evolution into wireless gaming—though we have breaking wireless news below. It's because five screenshots that we've just uncovered have us foaming at the mouth to get our hands on the upcoming Game Paks. We've played the game just enough to know that you'll wander through familiar locations like Pallet Town and Saffron City, but these screenshots clearly show *places that no Pokémon fan has ever been*—and we can't wait to discover their secrets!



A hydrofoil? This isn't the S.S. Anne, the ocean liner that docks in Vermilion City—that much we do know. But where's the new vessel headed?

Longtime players have been to every Pokémon Center in Kanto. This ain't one of 'em, unless massive supercomputers have become standard gear.

At first glance, this might seem like Cinnabar Island, the first island town ever visited in the Pokémon world. But look closer. It's an entirely new place.

A glimpse of this unusual forest makes it certain: Pokémon FireRed and LeafGreen have expanded Kanto's gameplay. Prepare for a much bigger trip!

You've seen only four screenshots, but they're plenty to make you wonder how wondrously big your Pokémon FireRed and LeafGreen quest will be! We've dug up one more tantalizing screenshot that reveals another major detail—a Dodrio competition, something that was not part of the original Kanto quest. Look closely in the upper-right corner: you'll see the wireless-connection icon. Pokémon FireRed and LeafGreen will include wireless multiplayer minigames! Will the return trip to Kanto be the best quest ever? No doubt.

The Game Box Advance Wireless Adapter will not only help Trainers connect for battles and trades; it looks like it will also bring new wireless minigames to life—check out the Dodrio!

THE EVOLUTION CONTINUES

Pokémon

Next month, Nintendo Power will have a full feature on Pokémon FireRed and LeafGreen that will dive deep into Kanto and its never-ending flow of fantastic surprises. The early-September release isn't far off—and there's still so much more to reveal about the games. Until then, feast on these exclusive images of Kanto's starter Pokémon and their superpowerful evolutions!

COLOSSEUM CONNECTION

Pyrite Colosseum
Level 50: Double Battle

The secrets of Groudon, Kyogre and Jirachi have been revealed, but Castform remains an enigma. We know that it was created in Hoenn's Weather Institute, but what role does the Pokémon play in battle? Two Trainers (one in Colosseum Connection, the other in Card Colosseum) have sought to master Castform. Chris K. from North Dakota has made it pivotal in Double Battles. We sent Chris's Hoenn-meets-Orre crew through Pyrite Colosseum, where it blazed through the seven Trainers easily to take on Mauri in the final round—a test of Castform's mettle.

TRAINER CHRIS'S POKéMON

SMEARGLE LEVEL 50
Type: Normal
Ability: Own Tempo
Held Item: Quick Claw
Moves: Spore, Sheer Cold, Lock-On, Mean Look

SLAKING LEVEL 50
Type: Normal
Ability: Truant
Held Item: Shell Bell
Moves: Hyper Beam, Aerial Ace, Earthquake, Brick Break

SHEDINJA LEVEL 50
Type: Bug-Ghost
Ability: Wonder Guard
Held Item: Lum Berry
Moves: Protect, Toxic, Shadow Ball, Confuse Ray

QUAGSIRE LEVEL 50
Type: Water-Ground
Ability: Water Absorb
Held Item: Leftovers
Moves: Surf, Amnesia, Earthquake, Rest

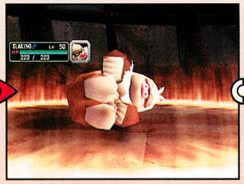
CASTFORM LEVEL 50
Type: Normal
Ability: Forecast
Held Item: Chesto Berry
Moves: Weather Ball, Sunny Day, Flamethrower, Rest

HOUNDOOM LEVEL 50
Type: Dark-Fire
Ability: Early Bird
Held Item: Scope Lens
Moves: Flamethrower, Sunny Day, Solarbeam, Pursuit

LET THE FIGHT BEGIN!

Before battle, we saw that Mauri could choose four battlers from a team of hugely powerful Pokémon: Kadabra, Metang, Shelgon, Machoke, Vigoroth and Lairon. With the exception of his Kadabra, any two could open with massive physical attacks, so we opened with two of Chris's Pokémon that could survive the first-round devastation long enough to launch their own offensives: high-HP Slaking and Quagsire.

Mauri's speedy Vigoroth got off the first strike with its Slash attack, which hacked off a chunk of Quagsire's HP—not a good start.



Chris doubled up on moves (an interesting Double Battle tactic). Slaking and Quagsire retook the advantage with their Earthquake attacks.

The seismic move hits both foes and the attacker's sidekick in Double Battles. Slaking's Earthquake KO'd the Steel-and-Rock-type Lairon . . .

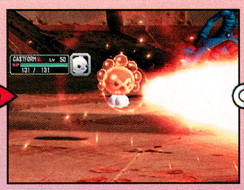
. . . and Quagsire's Earthquake hurt its replacement, Metang. The Vigoroth survived the double-quake, which also hurt both of Chris's Pokémon.

Slaking would slack on the second round—thanks to Truant—so we swapped it for Castform to influence the weather quickly.

Mauri's Vigoroth, hurt but hardly weak, gashed the last of Quagsire's Earthquake-eroded HP. We pitched in Houndoom as its replacement.

It was a lucky choice: Metang had also targeted Quagsire with Psychic. The Psychic-type move didn't affect the Dark-and-Fire-type Houndoom.

Chris also doubled up on Sunny Day and Flamethrower with Castform and Houndoom. We used Houndoom to bring sunlight to the battlefield.



Sunlight fueled combos: Castform morphed into a Fire-type, and Fire-type damage went through the roof. Steel-and-Psychic Metang fell fast.

The Dragon-type Shelgon took its place. Vigoroth had proved a bigger threat, so Houndoom and Castform ganged up to take down the foe.

Houndoom was left open to a final blow by Shelgon. But Slaking came out fighting and KO'd the Dragon-type with Hyper Beam!

The Verdict

Weather-related combos, wide-range attacks, doubling up on moves—Chris K. has his Double Battle bases covered, and his team pulled the rug out from under Mauri's brutal crew. Double congrats!

SEND IN YOUR SINGLE- AND DOUBLE-BATTLE TEAMS!

Send e-mail to pokecenter@nintendopower.com

CARD COLOSSEUM

Eric R. from Washington DC has created a deck from EX Hidden Legends cards that's going to be a lightning rod in battles. All of the new Castform-related cards have the Temperamental Weather Poké-Power, which lets Eric swap his Active Castform-related card for any other in his deck before his move—a surprise shift! In addition, Castform and Sunny Castform can summon any Stadium card to the field, so Eric packs in *five* different Stadium cards. When Eric detects a shift in his foe's strategy, he can slap down one of the Stadium cards ASAP to alter battlefield conditions in his own favor.

DECK NAME: *RADICAL ATMOSPHERE*
TAUNT: *"CAN'T BEAT MY HEAT AND SLEET!"*

- 4x CASTFORM #30
- 3x RAIN CASTFORM #23
- 3x SUNNY CASTFORM #26
- 3x SNOW-CLOUD CASTFORM #25
- 1x HIGH PRESSURE SYSTEM #85
- 1x LOW PRESSURE SYSTEM #86
- 1x MAGNETIC STORM #91
- 1x DESERT RUINS #88
- 1x TEAM MAGMA HIDEOUT #83
- 4x FEEBAS #61
- 3x MILOTIC #12
- 3x MR. BRINEY'S COMPASSION #87
- 4x MAGIKARP #60
- 2x GYARADOS #32
- 16x WATER ENERGY
- 10x FIRE ENERGY

Stadium cards give some Castform-related moves extra zing: Rain Castform's 20-damage Rainy Day Blues also inflicts a Confuse condition when Low Pressure System's on the field. Sunny Castform's 40-damage Sunburn gives a Burn condition when High Pressure System is out. Snow-cloud Castform's White Snow does 70 damage (not 50) when Magnetic Storm's in play.

Eric will put Team Magma Hideout in play, which makes all non-Team-Magma Basic Pokémon take 10 damage upon hitting the field. It hurts both sides, and many Active Pokémon will have riskier battles since they'll face off in a weakened state. The tactic could give the momentum to either side. If Eric sees it shift against him, he'll move a Feebas into play, then use its Ascension to evolve it into Milotic and use its Healing Shower (see right). He then uses Mr. Briney's Compassion to pull Milotic (and its attached cards) back to his hand.

DESERT RUINS #88

Stadium cards change field conditions radically. Castform and Sunny Castform get one of the cards from the deck and discard pile, respectively.

If any Pokémon-ex join battle, Eric takes Desert Ruins out fast. It smacks all Pokémon-ex with max HP of at least 100 with one damage counter every turn!

SUNNY CASTFORM #26

As Stadium cards fall into the discard pile, Eric's deck loses its havoc-wreaking flexibility. Sunny Castform puts their power back into your hand with Sunshine.

Eric amps up Sunburn with High Pressure System and burns a foe, then swaps to Snow-cloud Castform and uses its Flurries to prevent its retreat with paralysis.

MILOTIC #12

When Milotic hits the field, Healing Shower fully heals both teams (except for any Pokémon-ex). Eric plays it when he'll benefit more.

Its strange Distorted Wave restores 30 HP to its target before doing 80 damage, so the move is best used when it can KO a fully healed foe.

GYARADOS #32

Eric's deck has lots of complex strategy, but he also packs in a straightforward attack plan by including Magikarp and Gyarados.

Eric can blast his foe hard when Gyarados is fully fueled. Aqua Sonic does 80 damage—and isn't affected by the target's Resistance!

Card Key

- EX Hidden Legends
- EX Team Magma Vs. Team Aqua
- EX Dragon

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

PARTY! AT YOUR HOUSE!

Your friends will know that Donkey Konga is in da house–YOUR house–when you throw the loudest video-game shindig ever!

Comic Mischief

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VOLUME 183 PLAYER'S POLL SWEEPSTAKES
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(Located above your name on the mailing label)

Birth Date M M D D Y Y

A. How old are you?
1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What was your favorite strategy article in this issue?
1. Tom Clancy's Splinter Cell Pandora Tomorrow
2. Spider-Man 2
3. Tales of Symphonia
4. NCAA Football 2005
5. Hamtaro: Ham-Ham Games
6. Mega Man Battle Network 4 Blue Moon/Red Sun
7. Yu-Gi-Oh!: Reshef of Destruction
8. Kim Possible 2: Drakken's Demise

D. What was your favorite preview or special feature in this issue?
1. Pikmin 2 2. Catwoman 3. Second Sight
4. Def Jam: Fight for New York 5. Power Previews 6. Metal Gear Solid comic

E. Which of the following types of features does Nintendo Power do best? Choose one only.
1. Codes and cheats 2. Contests 3. Interviews
4. News 5. Previews 6. Strategy

F. What type of gaming information is most important to you? Choose one only.
1. Codes and cheats 2. Interviews 3. Maps
4. News 5. Previews 6. Strategy

G. Which type of strategy coverage do you prefer? Choose one only.
1. Maps
2. Strategies for the toughest challenges
3. Boss strategies
4. Complete walk-throughs
5. General strategies and information
6. I don't use Nintendo Power's strategies

H. What type of change would you most like to see in Nintendo Power? Choose one only.
1. A new look
2. Appeal more to teens and older gamers
3. Appeal more to tweens and younger gamers
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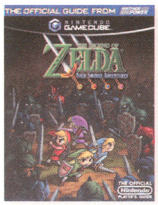

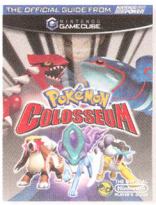

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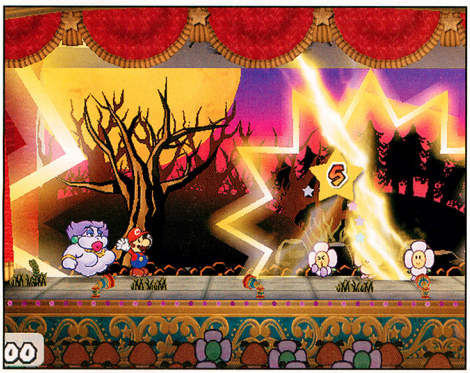
POWER PREVIEWS

To help you through the dog days of summer, we're taking a look ahead at some of the hottest GCN games on the horizon. (We also recommend Tales of Symphonia.)

PAPER MARIO 2



RPGs have been a bit scarce on the GCN, but the console is about to receive an embarrassment of riches in the genre. One of the most promising gems is Paper Mario 2, the follow-up to the Nintendo 64 cult-classic that returns Mario to his two-dimensional roots with tongue planted firmly in cheek. This time around, the heroic plumber takes full advantage of his ultra-slim physique, folding himself into a paper airplane, turning sideways to slip through narrow crevices and rolling into a tube to bounce to safety. Everywhere you look, the game plays off the paper theme in a creative new way. A series of pages turn to illustrate the construction of a bridge, for example, and a building unfolds like a pop-up book when you step through the door.

The game also features the same nostalgia-fueled, self-aware sense of humor that made Mario & Luigi: Superstar Saga such a smash on the GBA. Though brother Luigi makes an appearance, this time around Mario is joined by an assortment of unlikely sidekicks, including a young Koopa in search of his long lost father, and a smart-mouthed female Goomba with aspirations to become an archaeologist. Perhaps the greatest source of comedy, however, is Mario's long-time nemesis, Bowser. Furious that someone else has abducted Princess Peach, the Koopa king embarks on an adventure of his own to find out who's horning in on his business. You'll actually play as Bowser in a number of ministages (the first of which hilariously parodies the original Super Mario Bros.), scarfing down pieces of meat until you fill the entire screen, and demolishing everything in your path.

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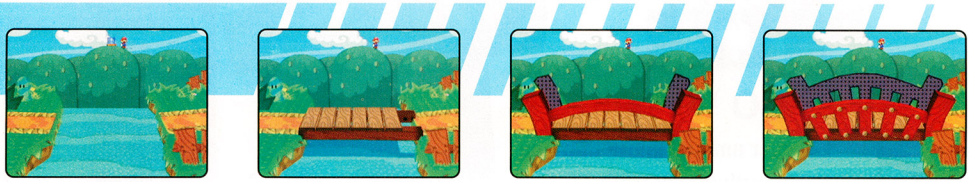

RESIDENT EVIL 4

In case last month's cover story merely whetted your appetite for Capcom's survival-horror sequel, we've scored a few more exclusive screenshots to help satisfy your cravings. When you're finished wiping the drool off the page, read on for some additional information on what to expect in terms of the game's puzzle elements.

"First off, there are going to be fewer puzzles than there were in the previous games," says producer Hiroyuki Kobayashi. "There's more emphasis on action to keep it fast-paced. The puzzles aren't going to be the type that you might see in an Onimusha game, which are slide puzzles or something like that. Instead, they'll be part of the action. For example, there's a cannon in the castle, and you have to raise the platform that it's resting on all the way to the top and load the cannonballs before you can fire. If you don't figure it out, you'll get bombarded by the enemies' cannons for a long time. Action, motion-based puzzles like that are the kind you're going to see."

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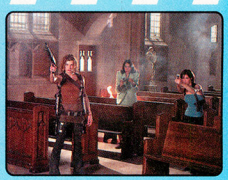
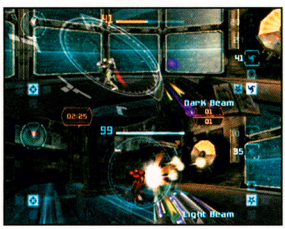
The Resident Evil franchise returns to the big screen on September 10 with the release of Resident Evil: Apocalypse. Milla Jovovich reprises her role as Alice, and joins forces with Jill Valentine (played by Sienna Guillory) and Carlos Oliviera (played by Oded Fehr) from the Resident Evil 3 video game. A hulking monstrosity obsessed with the destruction of a certain special-forces unit will also make an appearance. Staaaars . . .



METROID PRIME 2 ECHOES

Building on the wild success of the original Metroid Prime, Retro Studios is busy crafting what could be the greatest entry to date in the venerated series. The game takes place on the planet Aether, where the nefarious Space Pirates have constructed portals to a dark, alternate dimension. You'll travel back and forth between the two realities, but mere exposure to the Dark World proves hazardous to Samus's well-being. To replenish her health, you'll have to create protective domes of light by firing at the crystals that litter the landscape. As you take refuge, however, insidious creatures known as the Ing will surround you, attacking relentlessly and bringing a heightened sense of tension to the experience.

The game also features a two-to-four-person multiplayer mode—a first for the series. If you're concerned that the lock-on ability will make multiplayer matches overly simplistic, worry not: the developers have devised a couple of clever ways to circumvent the problem. You can still lock on to your opponents, but actually hitting them isn't as easy as you might think. The levels have been designed to provide plenty of opportunities for cover, and targeted players can break an opponent's lock by rolling into a Morph Ball.



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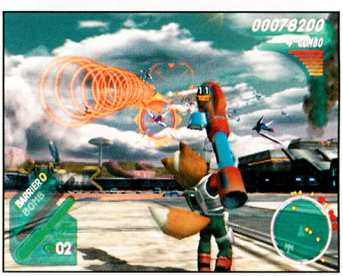
STAR FOX

Developed by Namco, Star Fox for the GCN finally puts Fox McCloud back where he belongs: in the cockpit of an Arwing. Though the intergalactic ace will also take part in planetside skirmishes (both on foot and while manning a Landmaster Tank), the game truly shines when it thrusts you in the middle of an epic space battle. The amount of action on screen is nothing short of astounding, with enormous capital ships trading streams of laser fire, and swarms of fighter craft engaging in dogfights all around you. Of course, Fox's squad mates have his back, and you can perform the classic rolling maneuver to evade enemy fire. Though our time with the game has been painfully brief—and multiplayer mode is still being kept under wraps—what we've played thus far shows incredible promise. Many members of the development team worked on Namco's popular Ace Combat series, so they certainly know what they're doing when it comes to aerial shooters.



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PRINCE OF PERSIA 2

"The Prince has to face his fate as a consequence of what he did in The Sands of Time," explains Prince of Persia 2 producer Bertrand Helias. That fate comes in the form of a Dahaka, an immortal creature that hunts the Prince relentlessly. Our hero was supposed to die in the Sultan's palace at the beginning of the first game, and the Dahaka is charged with restoring things to their proper order. Unable to defeat his destiny, the Prince tries to escape it, traveling to the ends of the earth. But wherever he goes, it's only a matter of days—sometimes hour—before the Dahaka catches up to him. The never-ending pursuit (and the severe sleep deprivation that goes along with it) has turned the Prince into a much darker character than the relatively happy-go-lucky guy from the first game.

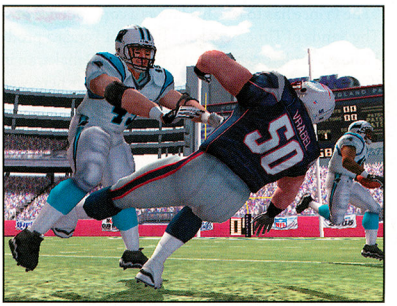
In addition to its grittier tone, Prince of Persia 2 places a greater emphasis on combat, with a revamped battle system that allows for a variety of fighting styles. It also features a much more diverse cast of enemies (including more bosses), a greater arsenal and new ways to manipulate time. To top it all off, UbiSoft's sequel is one of the most visually astounding games we've ever laid eyes on (just look at these exclusive new screenshots). We'll continue to follow the Prince as his return nears.

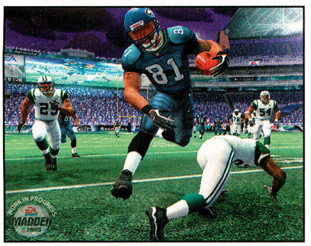
©2004 Ubisoft Entertainment.

MADDEN NFL 2005

This year's edition of Madden is all about improved D. With the new Hit Stick feature, you can use the C Stick to deliver a crushing tackle and cause your opponent to cough up the ball (just be sure to time it correctly, or you'll be picking the turf out of your facemask). New Playmaker Controls on defense also allow you to modify your assignments, calling for receiver jams, blitzes or QB spies. Along with smarter AI, defenses finally have the weapons at their disposal to stop Michael Vick from carving them up like a turducken.

Believe it or not, Franchise mode has been enhanced, as well. Now you can name team captains, protect players with the franchise tag and sign away restricted free agents to improve your team. There's even a weekly radio talk show hosted by Tony Bruno, plus local and national newspapers that cover key stories throughout the league. Even player morale is a factor, so when your star receiver complains to the media that he's not getting the ball enough, it may be time to look for a trade.





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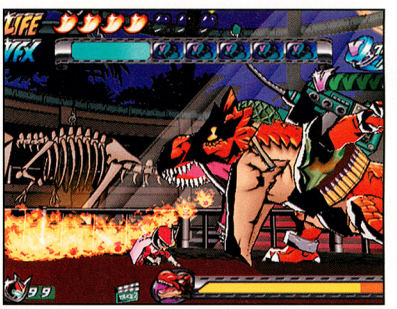
VIEWTIFUL JOE 2

When a game's as innovative and brilliant as Viewtiful Joe, the expectations for a sequel are sky-high. Fortunately, Joe is never one to disappoint. Part two features the same hand-drawn visual style that made old-school gamers flock to its unique brand of fisticuffs, but Joe's also got a few new tricks up his sleeve. First off is a new VFX power called Replay. After attacking an enemy, you can replay the beatdown in dramatic fashion to dish out three times the damage. Additionally, Joe's trusty aircraft, Six Machine,transforms into six new vehicles, including a race car, a cannon, a drill and a submarine. Last but certainly not least is the inclusion of Sylvia, Joe's girlfriend, as a second playable character from the start. Unlike her main squeeze, Sylvia is armed with long-range attacks to fend off her foes from a distance, making for a significantly different play experience. Henshin-a-go-go, baby!



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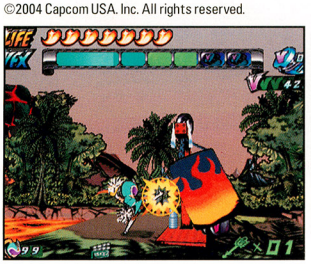

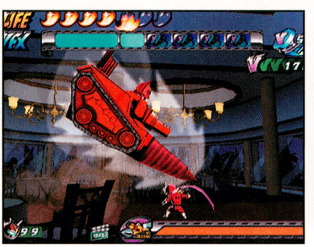

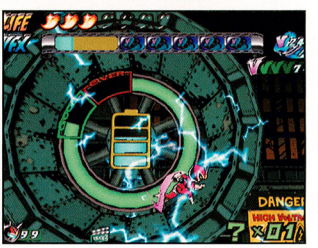

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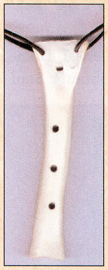

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DOUBLE THE TROUBLE, DOUBLE THE FUN

The latest installment of Capcom's popular Mega Man Battle Network series features two versions: Red Sun and Blue Moon. Although the two titles offer identical gameplay and features, each game contains unique Battle Chips, tournaments and opponents.

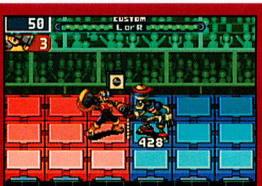
For the first time in the Battle Network series, Mega Man can combine Souls with another Navi, increasing his strength and abilities. In addition, the new Full Synchro counterattack doubles Mega Man's power.

RUMBLE IN THE DENSAN DOME

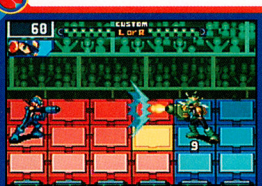
The first tournament Lan encounters in both games is the Densan Town Tournament, held in the Densan Dome. In its first battle, you'll face off with Ponta. You'll obtain a Soul after you defeat the second opponent in the tourney: in Red Sun you'll face Guts Man and earn the Guts Soul, whereas in Blue Moon you'll battle Aqua Man and get the Aqua Soul.

The horn on the opposite side of the battlefield grants Ponta temporary invincibility. Destroy the horn as quickly as possible to eliminate your enemy's advantage.

When Guts Man slams the ground, prepare to dodge falling boulders. His slow attacks are easy to anticipate. Stay off the front panels to avoid his close-range punch.



Top Man will spin toward you and bounce around the battlefield—break panels to limit his mobility. When he camps in the front row, charge ahead and strike with your sword.



Ponta will try to pull you forward and slash with his sword. Crack the front row of panels to prevent him from dragging you close. Move fast to avoid his rapid cannon.

To avoid the spray of the fountains, stay at the back of the battlefield. Aqua Man's exploding bubble won't harm you if you're standing behind a cracked panel.

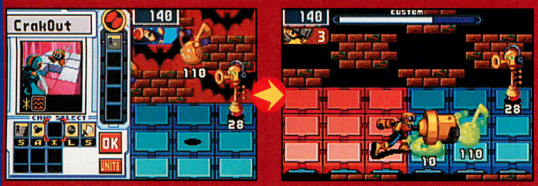
Top Man's attacks are difficult to avoid, so be sure to bring plenty of Recovery Chips. Try uniting with the Aqua Soul and using charged Bubble Shots to stun Top Man.

DO A LITTLE SOUL-SEARCHING

You can acquire the Souls of Navis you've defeated and use their powers during battle. There are six Souls in each game; three can be obtained your first time through a game. To earn the final three, you must complete the quest two more times.

After selecting a Battle Chip that matches your Soul's type, press the Unison button on the Custom screen to acquire the Soul's power. Each Soul can be used only once per battle, and Mega Man will maintain the Soul's abilities for three consecutive turns.

RED SUN SOULS



GUTS SOUL—Unite with the Guts Soul to add 30 points to your Earth Shattering chips. Tap B to activate the machine gun and inflict heavy damage. Shots from the machine gun can also deflect oncoming attacks.

ROLL SOUL—When you unite with the Roll Soul, all chips restore 10 percent of your health.

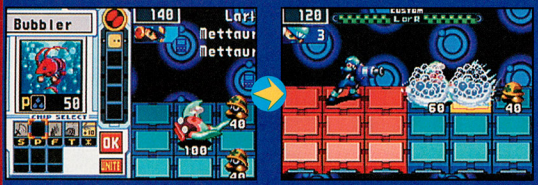
FIRE SOUL—Grass panels will be added to increase the power of your Fire Chips.

WIND SOUL—Uniting with the Wind Soul destroys your opponent's barriers and forces him toward the front row of panels.

THUNDER SOUL—Elec and Normal Chips can paralyze enemies. You'll sustain double damage from Wood attacks.

SEARCH SOUL—The Search Soul allows you to shuffle your chips between turns. Use the Shuffle button on the Custom screen.

BLUE MOON SOULS



AQUA SOUL—When you unite with the Aqua Soul, you'll gain the ability to walk on ice panels. You can also charge Aqua Chips by holding A.

JUNK SOUL—Your enemy won't be able to fight effectively. Chips that you've already used in battle will be recycled and can be reselected.

WOOD SOUL—The Wood Soul protects you from paralysis and recovers your health on grass panels.

NUMBER SOUL—The power of all Normal Chips increases by 10, and you can employ the Dice Bomb by holding the A Button.

METAL SOUL—When united with this Soul, charge up your Normal Chips to break through field objects and opponents' armor.

BLUES SOUL—Charge up Sword Chips to teleport forward and surprise enemies with a slashing attack.

LINK UP WITH YOUR SOUL MATES

As in past Battle Network games, you can use the Game Link cable to connect with your fellow Net Battlers and set up tournaments or swap Battle Chips. You can also share Navis and Souls.

You can trade all Battle Chips except Giga Class Chips with friends. In addition, after acquiring the Navi Customizer, you can trade any programs that you've created. Visit the Waiting Room to share Navis and Souls. You can save up to seven of your friends' Navis.

Once you've added your friends' Navis, check the board at Mr. Higby's shop to start your own Free Tournament. Compete against the Navis you acquired to earn prizes. You can also set up head-to-head battles against friends via the Network option from the PET screen.

TEMPTED BY DARKNESS

When Mega Man struggles in battle, he'll be presented with powerful Dark Chips, but using them lowers his health and corrupts his soul. Employ them sparingly, or you'll risk destroying Mega Man. The strategy is endless in Battle Network 4—experiment and see what brings you success on the Net.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

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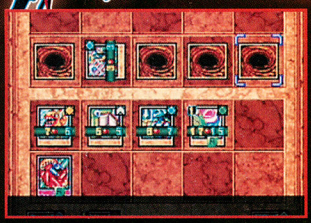
SHONEN JUMP'S
Yu-Gi-Oh! Reshef of Destruction™



THE MILLENNIUM ITEMS ARE MISSING!

Yu-Gi-Oh!: Reshef of Destruction, Konami's sequel to Yu-Gi-Oh!: The Sacred Cards for the GBA, immerses you in a world in which card dueling is more than just a game—it's a way of life. Yami Yugi and the Millennium Puzzle are missing along with the other Millennium Items. Reshef the Dark Being, a fiend bent on the destruction of the world, is somehow connected. Retrieve the Millennium Items and restore the Egyptian God Cards before he can carry out his plans! Challenge more than 100 duelists, collect all 800 of the game's cards and build an unbeatable deck. When you want a break from saving the world, you can link up with a friend to duel and trade.

MASTER THE CARDS

Your deck must contain 40 cards at all times. Cards are broken down into two umbrella groups: Monster Cards and Special Cards. Each group is then separated into subcategories that reflect similar summon requirements or battle effects. Build a well-balanced deck and adjust it often to counter your opponents.

NORMAL MONSTER CARDS

Normal Monster Cards, of which there are 20 types, make up the lion's share of your deck. You can summon one Monster Card during your turn. Sacrifice up to three monsters to summon one level-5 (or higer-level) monster.

EFFECT MONSTER CARDS

Effect Monster Cards possess powerful effects that can make all the difference in a tough duel. The effects vary greatly from one monster to the next. Summoning Effect Monster Cards works the same way as with Normal Monster Cards. You can activate an Effect Monster's ability after you've summoned it, but the Effect Monster Card must be face-down.

RITUAL MONSTER CARDS

To summon a Ritual Monster Card, you must have the corresponding Ritual Spell Card and enough monster tributes. The cards generally have higher Attack and Defense than other monster cards.

SPELL CARDS

You can obtain three Spell Card types: Normal, Field and Power-Up. Spell Cards can be very powerful in the hands of a skilled duelist.

- Normal Spell Cards are the most diverse Spell Cards. Their effects range from restoring your Life Points to destroying your opponent's cards.
- Field Spell Cards change the Duel Field's terrain type. All face-up Monster Cards are affected by the change. When you alter the field terrain, you can drastically sway a duel's outcome in your favor.
- Power-Up Spell Cards increase the stats (Attack, Defense or both) of certain Monster Cards by 500 points. If a played Power-Up Spell Card is destroyed or discarded, its effects are cancelled. Check Power-Up Spell Cards for details on which monsters they influence.

TRAP CARDS

Once you've placed a Trap Card in your Special Card Zone, you can activate it during your opponent's next turn. Trap Cards are triggered by actions such as an opponent's attack or monster summon.

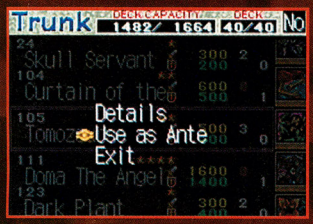
A DUEL MASTER PRACTICES BALANCE

When you build a deck, make the majority of your cards Normal Monster Cards, then round it out with Spell Cards, Trap Cards and a smattering of Effect and Ritual Monster Cards. Also consider Summon types (see the chart on page 109). Balance your deck with a variety of Summon types unless your opponent uses one or two specific ones; in that case, stack your deck with Summon types that are superior.

EXPANDING YOUR COLLECTION

If you aspire to collect all 800 cards, you've got your work cut out for you! You can acquire new cards three ways: by winning duel antes, by linking up with your friends and trading, or by buying cards from Grandpa's Toy Shop in Clock Tower Square. Collecting cards to build a powerful deck is a crucial part of your quest.

ANTE UP



Before each duel you can offer one card as an ante. You don't have to place an ante, but it's a great way to score new cards. The duel victor wins his or her opponent's ante card. You can't ante a card you that have only one of.

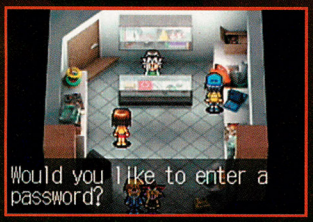
Any extra high-level card you have will make a good ante—it'll increase your chances of winning a high-level card. If you ante only low-level cards, all you'll ever win are low-level cards. Save before every duel you can!

HOOK UP WITH A FRIEND

If you and a pal both have a Reshef of Destruction Game Pak, you can connect with a GBA Game Link cable to duel and trade cards. When you win a link duel, you don't earn cards or money, but you can expand your deck's capacity.

KICK IT AT GRANDPA'S TOY SHOP

You can buy or sell cards in Grandpa's Toy Shop. As you win duels the shop's inventory will expand, so check back often to browse the newly available cards. The more powerful or rare a card, the more costly it will be.



For a reasonable 1,000 Domino you can use the Password Terminal in Grandpa's Toy Shop. Enter the eight-digit numerical password printed on the bottom-left corner of a Yu-Gi-Oh! Trading Card Game card—the card will be added to the shop's inventory, but you still have to purchase it.

Yugi and Joey have some powerful cards that would make great additions to your deck, so duel them often in Grandpa's Toy Shop. If you get duplicate cards, you can always use them for high-level antes. When you defeat Yugi, he will often give you the Thousand Dragon card, or one of the Exodia-series cards.

WINNING IS POWER

As you win duels, your Duelist Level and Deck Capacity will rise. Duelist Level is associated with card cost. If you want to place a card in your deck, its cost must be equal to or less than your Duelist Level. Deck Capacity doesn't govern how many cards you can have in your deck; rather, it governs how many high-level cards you can have in your deck.

You can't use a card that has a cost higher than your Duelist Level (you can view the cost in the card's details). The total cost of your 40-card deck can't exceed your Deck Capacity.

SUMMON STRATEGY

All Monster Cards belong to one of 11 element-based Summons. Each Summon, with the exception of Divine, is inferior to one Summon but superior to another. When a monster with a superior Summon attacks a monster with an inferior Summon, the superior Summon will always win—regardless of ATK and DEF ratings. The icons on the chart below represent Summons in the game, and appear in their ranking order.

The three Summon groups are not related. For instance, Pyro is neither superior nor inferior to Shadow.

CLOCK TOWER SQUARE

Your quest begins in Clock Tower Square, a hub of activity. Practice with the duelists in the square to earn new cards and raise your Duelist Level and Deck Capacity. You'll return to the square often.

1 ISHIZU ISHTAR

Ishizu Ishtar, a mysterious priestess, enlists you to recover the Millennium Items and the Egyptian God Cards. Talk to her when you find one of the items—her insight will guide you.

2-12 LOW-LEVEL MONSTERS

When you want to duel someone, walk up to him or her and press R. The duelists marked 2 through 12 use simple strategies and have low-level decks—their monsters usually have ATK and DEF of 500 or less. If you pack your deck with Monster Cards of greater or equal levels, you're sure to win. With each victory you'll raise your Duelist Level and Deck Capacity, and earn more cards and cash.

13 ATTACK OF THE HYOZANRYU!

The blonde duelist at point 13 is much tougher than the other duelists in the area. If he has the chance to offer two cards as tribute, he'll summon a powerful Hyozanryu. The level-seven, Earth-type monster has an ATK of 2,100 and a DEF of 2,800. Keep your opponent from having any more than one Monster Card in play, and stack your deck with Wind-type beasts.

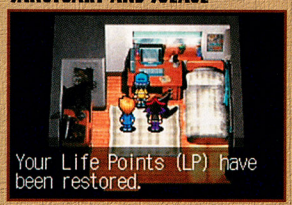
14 DUKE DEVLIN

Duke is a friend and someone you can duel over and over outside of Grandpa's Toy Shop. Most of his Monster Cards have an ATK of 700 and a DEF of 600-700, and they vary in Summon type. Bring your strongest monsters and a range of Summon types.

15 REBECCA HOPKINS

Rebecca, the spunky USA Duelist Champion, may look harmless with Teddy in tow, but don't underestimate her—she's one tough duelist. Rebecca's deck is significantly more advanced than anyone else's in the area. It contains Monster Cards that have an average ATK of 800-900 and DEF of 700-900. It's almost impossible to beat her with your base deck—upgrade it before you challenge her. Trump her Monster Cards with superior Summons (she doesn't specialize in one Summon). Put a few Earth-type Monster Cards in your deck in case she summons her Thunder-type dragon.

SANCTUARY AND SOLACE



Your room is a safe haven where you can restore your Life Points and save. You'll return there often throughout your quest—don't forget to save after every duel (and before every one if you're extra-cautious).

DOMINO STATION

After you defeat all the duelists in Clock Tower Square and speak with Ishizu, your next stop is Domino Station, where the Duel Express awaits. Challenge the duelists in the station to raise your Duelist Level and Deck Capacity—every victory makes you stronger. When your Life Points get low, return to Clock Tower Square to restore your health and save your progress in your room.

16 DUO-DUELING

The employees at the Domino Station entrance will challenge you to a partner duel. You must win to gain entry to the station. Partner up with either Joey Wheeler or Yugi Muto; it doesn't matter which one (neither of them will lose). Your opponent has Monster Cards that are around the same level as yours, so it's an even battle. When he summons a higher-level Monster Card by tributing a low-level card or two, use superior Summons to wipe out his hard-hitters (for instance, a Fiend-type will trump his Dream-type).

17-21 TWO-SUMMON DECKS

Most of the duelists at points 17 through 21 possess decks that are particularly strong in two complementary Summon types. For example, if a duelist possesses a large number of Aqua-type Monster Cards, he or she will usually have a good number of Earth-types, too—you can't use only Thunder-types to win. All of the duelists in this group use Monster Cards that are of a slightly lower level than yours (if you've been upgrading your deck after each victory), and none of them require tributes. A strong offense is the way to go.

22 TRAIN-TICKET COLLECTOR

The Duel Express ticket collector is tougher than his peers. His deck contains many Aqua- and Earth-type Monster Cards. Take any Pyro-type Monster Cards out of your deck and replace them with Thunder- and Wind-types (mostly Wind). The average ATK and DEF of your cards should be on par with his. Pay close attention to the Summon types and play your cards wisely. If things look bad, use your Final Destiny card to give yourself a second chance.

THE DUEL EXPRESS

When you board the Duel Express, speak with the guards inside to make the train depart. You can duel three people in the first car, one in the second car, and two in the third car; however, you can't leave the train to heal. Duel the guard on the left in the first car and the man in the second car to progress to the exhibition—the others are extra.

BATTLE SELECTIVELY

Once you're on the train, you can't visit your room until you've reached the Egypt Exhibition. Choose your battles wisely, or you'll run out of Life Points. If you skip any of the duels, skip the boy and girl in the first car. You'll need your LP to be as high as possible when you face Panik in the second car. Bring any LP-replenishing Spell Cards you have.

23 DUELING ON THE GO

The boy passenger in the first car uses a well-rounded deck that contains a variety of Summon types. He has three or four higher-level Monster Cards that require tributes to summon—once he gets them out on the field, it's difficult to overcome him. Place a few level-five Monster Cards in your deck and summon them as quickly as possible—the trick is to summon your hard-hitters before he can summon his. His higher-level Monster Cards are Thunder-, Wind- and Light-types; bring Earth-, Forest- and Shadow-types to defeat them.

24 A WARM-UP DUEL

The girl passenger is much easier to beat than the boy is. Her deck is made up of a wide array of Summon types. She has only a few Monster Cards that are level-five or higher. If you focus on taking out her Monster Cards before she can use them as tributes, beating her will be a breeze.

25 PASSENGER-CAR GUARD

To progress, you must duel the man who guards the door to the second passenger-car. Defeat him as quickly as possible—the more LP you lose, the less you will have for your big duel with Panik. The guard uses a well-balanced deck of Monster Cards that are around the same level as yours. Keep him from summoning his higher-level monsters, or he'll gain the upper hand easily.

26 DON'T PANIK!

Panik, a creepy dude with a thing for darkness, traps you in the second passenger car—you must defeat him to escape! His deck is composed almost entirely of Spell Cards and Fiend- and Shadow-type Monster Cards. The Spell Cards he uses include ones that enhance his monsters and ones that destroy yours, so attack with your lower-level Monster Cards first. Don't play your Dream- and Light-type Monster Cards right away; instead, focus on summoning one of your higher-level monsters before he can summon one of his. Use Summon superiority as a backup strategy.

27 DADDY'S LITTLE GIRL

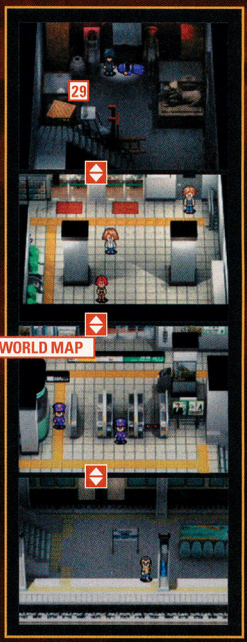
The girl in the third car is child's play compared to Panik. She uses a diverse deck that contains a variety of Monster and Summon types. If you plan to duel her, do so before you duel her father, or you may not get a chance.

28 PAPA'S POWERFUL CARDS

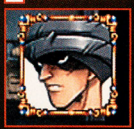
Unlike his daughter, the man in the third train car is extremely tough (especially after having your LP whittled away by the previous duels). His deck is filled with rare and powerful cards, most of which have ATK and DEF of 800-1,000. After you defeat Panik you'll have only one chance to duel the father, so give it your best shot! Offer a low-level ante in case you lose. If you win, even one of his low-level cards will do you good.

EGYPT EXHIBITION

According to Ishizu, the Millennium Necklace is somewhere inside the Egypt Exhibition. The artifact is the first on your list to obtain. After you retrieve the Millennium Necklace, some of the duelists in the exhibition hall will be gone, so challenge them before you enter the Egypt Exhibition in the back room.



29 MILLENNIUM-NECKLACE GUARDIAN



A mysterious man guards the Millennium Necklace in the Egypt Exhibition. You must prove yourself worthy of taking the artifact by defeating him in a duel. He is a tough opponent, but if you use superior Summons and a few high-level Monster Cards, the necklace will be yours in no time. He uses mostly Light- and Dream-type cards, so stacking your deck with Shadow- and Fiend-types won't ensure your victory. You must summon a high-level monster before he does, or he'll wipe you out quickly.

THE ANCIENT EGYPTIAN GOD CARDS AWAIT THEIR MASTER

You've obtained the first Millennium Item, but your quest has only just begun. You still have to obtain the remaining artifacts and the three Egyptian God Cards to stop Reshef the Dark Being's plans to bring forth the end of the world. And mark your calendars: *Yu-Gi-Oh! The Movie* hits theaters August 13!

KIM POSSIBLE RETURNS TO GBA IN SEARCH OF COLLECTOR CARDS AND THE EVIL DR. DRAKKEN.

The high-flying teen supersleuth from Disney Channel's popular animated series swings back onto GBA in another side-scrolling adventure. Once again, Kim is equipped with handy gadgets and an array of acrobatic abilities, which she'll use against five familiar foes. Along the way, Kim can gather collector cards featuring characters from the show. Our tips will help you uncover all the cards in the first two episodes.

EVERYONE E Cartoon Violence
CONTENT RATED BY ESRB

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GIRL POWER

After each episode, you'll earn a new item and athletic maneuver. Your newly acquired skills will help you uncover all the hidden cards. The stars above the screenshots indicate which skills you'll need to obtain each card. Use the Global Justice Simulator from the Extras menu to return to previous episodes.

GLUE STICK

Trap enemies or create a trampoline over small holes.

GRAPPLE

Use the grappling hook to swing from ceilings or platforms.

HOT SAUCE

Damage frosty enemies or melt icy floors and obstacles.

MIRROR

With the compact mirror, reflect laser beams back at enemies.

STEALTH

Don the Stealth Suit to hide from enemies when standing still.

HANDSPRING JUMP

Obtained after completing Episode 1, the handspring jump allows Kim to leap across large gaps.

WALL JUMP

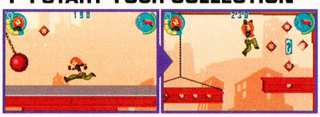
Do your best Spider-Man impersonation by ascending buildings with the wall jump. You will acquire the skill after Episode 2.

JUDO THROW

Toss enemies into windows to reveal secret passages. You'll earn the throw after Episode 3.

TRUE OR FALSETTO

1-1 START YOUR COLLECTION



Dodge the swinging demolition balls and leap onto a rising steel beam. Jump onto the small platform to the right to collect your first card.

1-1 ONWARD AND UPWARD

At the start of the level, use the glue stick to bounce through the narrow opening. Wall-jump upward to obtain another card.

1-1 JUDO MASTER

From the top of the blue wall you just climbed, jump left onto a pink platform. Handspring to the green platform and judo-throw the foe through the glass.

1-1 KEEP CLIMBING

After breaking the glass, grapple to the higher green platform. Jump to the pink platform and use the glue stick to bounce to the next card.

1-1 UNDER CONSTRUCTION

As you make your way up the construction zone, look for a small beam to grapple from. Jump off the wall to the right to reach the covered area.

1-2 EASY ACCESS

Use the glue stick on the first hole to reach a higher platform, then bounce upward to collect the card.

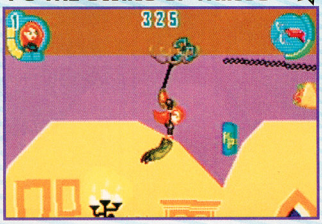
1-2 LEAVING SO SOON?

Before entering the museum at the end of the level, turn left and jump to the platform to obtain a card.

1-2 JUDO-FLIP

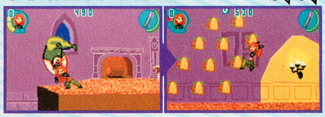
From the start, wall-jump up the wooden planks. Handspring off the red platforms to reach the pegs, wall-jump all the way up, then judo-flip.

1-3 THE SWING OF THINGS



Wall-jump up the narrow passage above the bookcase. When you reach the upper level, perform a wall jump and use the grappling hook to swing from the ceiling.

1-3 TASTY TACOS



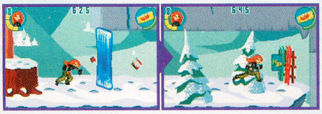
Use the glue stick to spring toward two spiked walls, scale them and jump right. Toss the foe into the glass and grab the card atop the taco pyramid.

1-3 DROP KICK STATUE

After the taco pyramid, head right. Grapple from the ceiling and drop-kick the statue on the way down to reveal another card.

ALTITUDE ATTITUDE

2-1 MELTDOWN



Near the top of the level, ignore the arrow pointing left at the ski lodge. Move east past the lodge, and melt the door to obtain the first card.

2-1 IMMEDIATE DETOUR

At the start of the level, go as far east as possible. From the small platform, grapple from the log overhead. Jump off the wall on your left to get the card.

2-1 PRE-EXIT DETOUR

Before exiting, grapple across the ceiling to the left. Drop and grapple along the lower cliff. Melt the ice door and wall-jump to get the card.

2-2 WHO GOES THERE?

From the start, drop to the lowest floor and go east. Travel across the lengthy branch to reach an ice door and a card guarded by a snowman.

2-2 STAY THE COURSE

As you make your way to the northwest corner of the level, you'll find a card behind an ice wall after a long stretch of grappling.

2-2 BACKTRACK

As you progress upward, you will find another card behind an ice wall. If you miss it, drop a few stories from the exit to uncover it.

2-2 SLIP 'N' SLIDE

Run on the ice and duck to slide under the low-hanging pillar. Wall-jump to reach the platform on the left, and climb up to the card.

2-3 ELECTRIC COMPANY

Head west to pass your second series of electric streams. Bounce to the control room and ride the bar. Navigate another hallway of electric streams to get the card.

2-3 GEARS IN MOTION

Return to the trampoline that bounced you to the control room. Ride the gears to the left, jumping with caution, and collect another card.

2-3 LAST BUT NOT LEAST

Before you exit, wall-jump up the passage until you see an opening on the right side. Follow the path to find the final card of the level.

GLOBE-TROTTING

Kim's quest will take her across the globe and pit her against tough bosses such as Falsetto Jones, Duff Killigan and Shego. Jumping from platform to platform is only part of the adventure—the game offers several miniquests, including aerial and undersea battles. Kim Possible 2 is a rollicking action adventure for gamers of any age.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES SEPTEMBER 2004

EXCELLENT GREAT GOOD SO-SO POOR

SPIDER-MAN 2

Activision's ambitious NYC-exploring superhero sim lets you be like Spidey.

Take Marvel Comics's wall-crawling webhead and drop him into a 1/4-scale replica of Manhattan with the freedom to go anywhere, and you have a formula for fun. Other games have presented open environments, but none have explored the vertical nature of a building-packed burg. You can climb from the street to the top of the tallest skyscraper, take in the view of the Statue of Liberty, then drop 100 stories before you send out a strand of webbing and swing—a toe-tingling sensation that's worth repeating.

Doled out in chapters, the story follows and adds to the recent film's plot. Every chapter gives you a list of goals—some of which advance the story, others that ask you to earn Hero Points and purchase ability upgrades from the Spidey Store. The principle movie actors (Tobey Maguire, Kirsten Dunst and Alfred Molina) lend their voices to the game, and several characters not in the film (Black Cat, the Rhino, Mysterio and the Shocker) make appearances.

If there's a complaint about the game, it's that the random heroic episodes and some of the story-based activities are similar, making web-slinging seem mundane at times. But the city-is-your-playground concept is so compelling and so well-executed that it will hold your interest for hours on end.

- Activision
- 1 player

ALAN	
CHRIS	
GEORGE	
JESSICA	
STEVEN	

TEEN T
CONTENT RATED BY ESRB
Violence

COMMENTS: Jessica—I love how free and non-linear Spider-Man 2 is. This game perfectly maintains the style, feel and humor of the movie and characters. Alan—Swinging around the city is the most enjoyable activity I've done in a long time. It's only when you're sent out on missions that things start to fall apart. The tasks are an amalgamation of racing against the clock and beating up thugs, and they never really work as a cohesive whole. Chris—The game is way too short, and the action feels redundant.

TALES OF SYMPHONIA

Namco's GCN-exclusive epic is a symphony of art and storytelling.

- Namco
- 1 player
- 2 discs

3

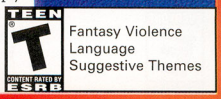
ALAN
CHRIS
JESSICA
STEVE
STEVEN

The first thing that strikes you about Tales of Symphonia (the latest in a hit Japanese RPG series that is finally reaching North America) is the game's stunning anime-inspired artwork and how well it works in 3-D. The characters, with their wild hairstyles and expressive eyes, shine in the realistic-looking environment and move with dramatic style. Animation is key because the game's battle system gives you direct control over the hacking and slashing actions of main character Lloyd as he takes on ghouls, zombies and soldiers with help from a revolving party. The fighting mechanics take away the guesswork of lining up your attacks: battles take place in a 2-D orientation that allows you to focus on one enemy at a time and hit the creature with the full force of your weapons.

Battle victories earn you power-giving items and cooking ingredients that you can use to create HP-reviving dishes.

The story is told with wonderful craft and, surprisingly, does not put the player-controlled character in the role of the "Chosen One" meant to save the world from the Desian scourge. Cinematic sequences with fantastic voicework reveal the story at a good pace, and optional "skits" tell more about the story and characters for the curious player.

COMMENTS: **Alan**—Easily the finest RPG on the GCN, and one of the best that I've ever played. The game is deeper than the Marianas Trench, but somehow it never gets bogged down by its own complexity. **Chris**—The game's greatest strength is its pace. Seldom are you out of the action. **Jessica**—Tales features a level of depth, complexity and customization that simply isn't found in many RPGs today. **Steve**—The best RPG on the GCN. The storyline gets increasingly interesting the further into it you play.



Fantasy Violence
Language
Suggestive Themes

NCAA FOOTBALL 2005

EA Sports brings the noise in its stadium-rocking college-football update.

- EA
- 1 to 4 players simultaneously

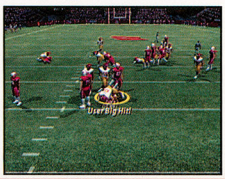
382

ALAN
CHRIS
GEORGE
SCOTT
STEVE

Building on its already great strengths, the NCAA Football franchise adds another layer of college atmosphere in its 2005 edition, this time giving the hometown crowd the power to affect the onfield action. As the supporters roar and the stadium rumbles, the game camera and Controllers shake, too. The noise limits the visiting team's ability to call audibles and hot routes, and the pressure causes unseasoned players to lose their composure. By tapping the C Stick, you can see which players have the shakes and figure out how to take advantage of their weaknesses.

Gameplay improvements include new defensive schemes, such as the 4-2-5 and the 3-3 stack, and more control over the selected player by using the C Stick. Lee Corso still offers play-calling suggestions, and your quarterback helps, too, tossing the ball automatically if he spies an opening. Sixteen 1AA schools join the fold this year, making the total 78. If that's not enough, you can create your own school, down to team colors, crowd signs and chants.

The game's graphics have never looked better—especially the stadiums and close-ups of the fans, who sport painted faces, funny hats and celebration animations in the name of team spirit.



COMMENTS: **Scott**—It's hard to imagine the franchise getting any better, but that's what I thought last year. By including the home-field advantage and matchup stick, EA has introduced what seems to be the final pieces of the puzzle. Of course I expect next year they'll do even more. **Steve**—I'm not sure if EA is even capable of making a bad football game. **Alan**—Rather than try wholesale changes, EA tinkered with one or two aspects of NCAA and called it good. But hey, if it runs like a dream, there's no sense in tearing out the trannie.

TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW

- Ubisoft
- 1 player

TEEN T — Blood, Drug Reference, Violence — CONTENT RATED BY ESRB

Set in the near future, Sam Fisher's latest assignment puts the NSA agent in the middle of a conflict in East Timor. Fisher has learned some new moves since the original Splinter Cell, such as the wily SWAT Turn, and he can take numerous routes through each mission. The environments are richer than those of the previous title, though you won't see them in their full glory early on—the opening missions use infrared vision most of the time.

ALAN
CHRIS
GEORGE
STEVE
STEVEN

LOTUS CHALLENGE

- Ignition
- 1 to 2 players simultaneously

EVERYONE E — CONTENT RATED BY ESRB

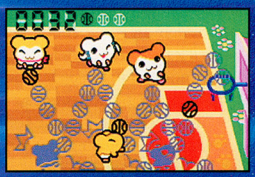
British sports-car manufacturer Lotus gets the spotlight in an 18-track racer that spans the company's history. Among the 38 featured cars are vintage open-cockpit racers and postmodern prototypes. Championship mode covers a racing circuit, and Challenge mode offers a series of driving tests. The physics and control, though realistic, make it very difficult to execute sharp turns without hitting the wall.

ALAN
CHRIS
GEORGE
STEVE
STEVEN

HAMTARO: HAM HAM GAMES

- Nintendo/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — CONTENT RATED BY ESRB



The Ham-Hams celebrate summer with a 15-event tournament that begins with the 100hm dash and includes tennis, diving, archery, volleyball and sailing. In the tournament, you represent Team Ham-Ham and put the Hamha down in competition against three other Ham squads. Side stories abound, and Ham Studios keeps you entertained with music and news. Linked players can compete and trade player cards.

ALAN
CHRIS
GEORGE
JESSICA
SCOTT

YU-GI-OH!: RESHEF OF DESTRUCTION

- Konami/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Mild Fantasy Violence — CONTENT RATED BY ESRB

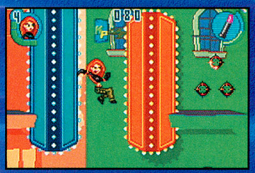
The sequel to Yu-Gi-Oh!: The Sacred Cards pits Yugi and company against dark being Reshef and more than 100 duelists in a long adventure with tag duels and plot twists. You can buy, sell and wager any of the game's 800 cards, including all three of the Egyptian god cards. If you've played any of the Yu-Gi-Oh! card games, you'll be able to jump right into the game. If not, you'll have to read the instructions carefully before you begin.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

KIM POSSIBLE 2: DRAKKEN'S DEMISE

- Disney Interactive/ 64 Megabits
- 1 player

EVERYONE E — Cartoon Violence — CONTENT RATED BY ESRB



Stylized art and animation, an athletic superspy and lots of jumping, grappling and fighting make Kim Possible 2 an engaging platformer—especially for fans of the Kim Possible TV series. The intuitive play control allows casual gamers to pick up and play with ease. Although it's a breeze to get through the game's four large missions, it's well-nigh impossible to collect all of the floating baubles and character cards.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

CATWOMAN

- EA/64 Megabits
- 1 player

TEEN T — Mild Language, Mild Violence, Sexual Themes — CONTENT RATED BY ESRB

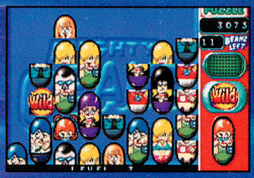
With surprising agility, the superhuman Catwoman leaps across rooftops and patrols the city in EA's whip-smart GBA adventure. The cunning feline swings from poles, grabs onto walls, spies on her enemies in the dark and tethers them with her whip. Her one-button attack allows her to lash out at enemies from afar and kick them up close. Automatic aiming negates the drawback of the game's isometric view.

CHRIS
GEORGE
JESSICA
SCOTT
STEVE

MIGHTY BEANZ POCKET PUZZLES

- Majesco/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



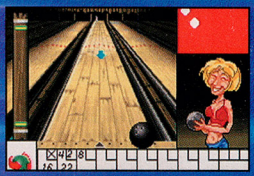
Character-sporting Beanz are split into halves. Your goal is to match the top halves with the bottom halves to make the wholes disappear and clear the way for more falling pieces. The game's 220 Beanz are cool and collectible, but their intricate designs make matches difficult and nonintuitive. If you're looking for an easy-to-understand falling-piece puzzle game, Majesco's Bookworm is a more reliable choice.

ALAN ★★½
CHRIS ★★½
GEORGE ★½
JESSICA ★★½
STEVEN ★★

TEN PIN ALLEY 2

- XS Games/32 Megabits
- 1 to 4 players alternating

EVERYONE E CONTENT RATED BY ESRB



Set them up and knock them down in bowling sim Ten Pin Alley 2. You can choose from eight characters and four lane designs. Practice with up to four players or join a single-player tournament. The graphics have a fun retro look, but gameplay is confusing. After you place the ball and set the aim, you must manipulate a power meter and a spin meter for unpredictable results—too many meters and not enough explanation.

ALAN ★½
CHRIS ★★
GEORGE ★½
JESSICA ★★
SCOTT ★★

XS MOTO

- XS Games/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Selecting from four racers, each with different skills, you can rip through the four-track XS Moto Tour circuit in single races or a championship. Sharp turns and narrow sections appear from the flat-line horizon quickly, giving you little time to react. The L and R Buttons allow you to lean, but if you rely on them too much, you'll wipe out. In the crowded field of high-quality GBA racers, XS Moto runs toward the back of the pack.

CHRIS ★★
GEORGE ★½
JESSICA ★★
SCOTT ★★
STEVE ★

KEY

GCN GBA 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

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EARLY CHILDHOOD eC — Early Childhood
TEEN T — Teen (13+)
ADULTS ONLY 18+ A — Adult (18+)
EVERYONE E — Everyone
MATURE 17+ M — Mature (17+)
RATING PENDING RP — Rating Pending

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NP 411

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Volume 177 (Mar. '04)
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Mario Kart: Double Dash!!, Kirby Air Ride, Mario Party 5, Beyond Good & Evil, The Lord of the Rings: The Return of the King, SSX 3, Dragon Ball Z: Budokai, Mario & Luigi: Superstar Saga, Fire Emblem, Sword of Mana, The Legend of Zelda: Collector's Edition Preview, 1080°: Avalanche Preview, Sonic Heroes Preview, Rapid-Fire Previews.

Volume 179 (May '04)
Metal Gear Solid: The Twin Snakes, Pokémon Colosseum, James Bond 007: Everything or Nothing, MVP Baseball 2004, Scooby-Doo!: Mystery Mayhem, Worms 3D, Samurai Jack: The Shadow of Aku, Yu-Gi-Oh!: World Championship Tournament 2004, CT Special Forces 2: Back to the Trenches, Custom Robo Preview, Shrek 2 Preview, Spotlingt on Capcom, Harry Potter and the Prisoner of Azkaban Preview.

Volume 174 (Dec. '03)
Fire Emblem, Tak and the Power of Juju, Kirby Air Ride, The Hobbit, Disney's The Haunted Mansion, Metal Arms: Glitch in the System, Top Gear Rally, Banjo-Kazooie: Grunty's Revenge, Onimusha Tactics, Mario Kart: Double Dash!! Preview, Mario Party 5 Preview, Kirby Air Ride Comic, Metal Gear Solid: The Twin Snakes Preview, e-Reader Special.

Volume 178 (Apr. '04)
Pokémon Colosseum Preview, Phantasy Star Online Episode III: C.A.R.D. Revolution, Bomberman Jetters, Harvest Moon: A Wonderful Life, Pitfall: The Lost Expedition, Final Fantasy: Crystal Chronicles—Part 2, R-Type III, Metroid: Zero Mission—Part 2, Mega Man Battle Chip Challenge, Max Payne Advance, Metal Gear Solid: The Twin Snakes Preview, James Bond 007: Everything or Nothing Preview, 2003 Nintendo Power Awards Nominations.

Volume 173 (Nov. '03)
Star Wars Rogue Squadron III: Rebel Strike, WWE Wrestlemania XIX, F-Zero GX—Part 2, Viewtiful Joe—Part 2, Gladius, P.N. 03—Part 2, Buffy the Vampire Slayer: Chaos Bleeds Final Fantasy Tactics Advance—Part 3, Super Mario Advance 4: Super Mario Bros. 3, Spotlight on Ubisoft, Teenage Mutant Ninja Turtles, Kirby Air Ride Preview, Kirby Air Ride Comic, Tiger Woods PGA Tour 2004 Preview, Harry Potter: Quidditch World Cup Preview.

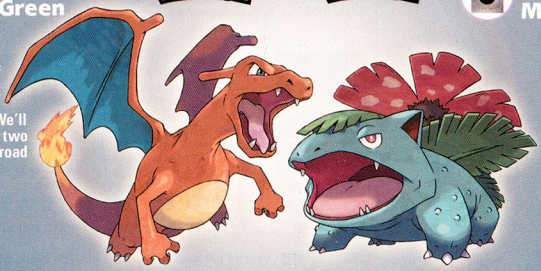
NEXT ISSUE

VOLUME 184 — OCTOBER 2004

Pokémon Mania!

Pokémon FireRed and Pokémon LeafGreen

Relive the adventure that started it all as we begin our strategy coverage of Pokémon FireRed and Pokémon LeafGreen for the Game Boy Advance. We'll help you take on the first two Gym Leaders on the long road to the Elite Four.



Boom! Whack!

With football season nearly upon us, we'll take to the virtual gridiron for an in-depth review of Madden NFL 2005 from EA Sports. If you thought last year's pigskin game was impressive, you ain't seen nothin' yet.

Madden NFL 2005

Great Previews & Reviews

Def Jam: Fight for NY

Amazing Island

Astro Boy: Omega Factor

NASCAR 2005: Chase for the Cup

Plus!

- SRS: STREET RACING SYNDICATE
- PAPER MARIO 2
- SECOND SIGHT
- CATWOMAN
- PIKMIN 2
- F-ZERO GP LEGEND
- CUSTOM ROBO COMIC

Donkey Konga

PSO Returns

Sega's Phantasy Star Online: Episode I & II Plus is coming stateside with new bonus missions, Challenge-mode stages and GBA minigames that were previously available only online. We'll have a full report in next month's issue.

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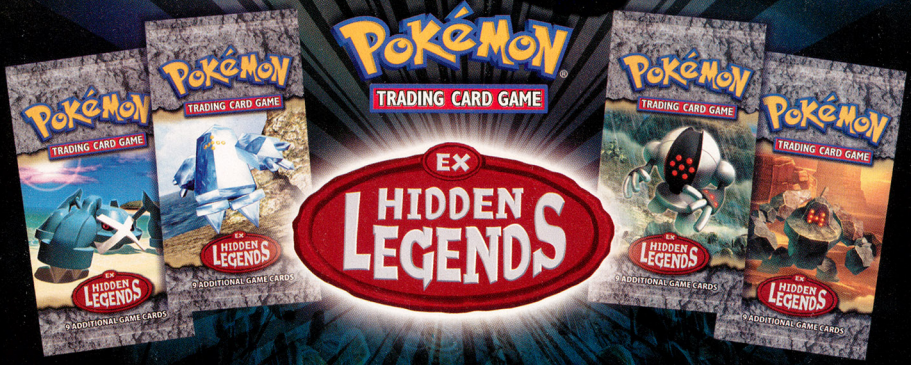
The Secret Within.



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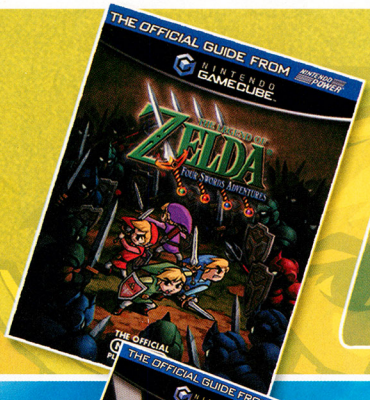

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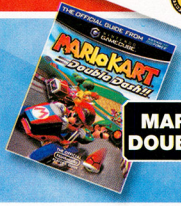

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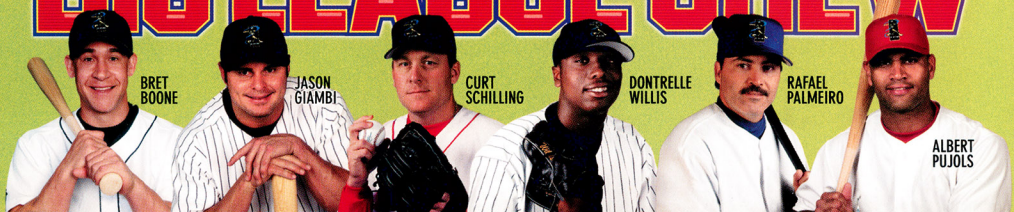

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